



FRANK HERBERT'S DUNE CYOA

Jumpchain Compliant
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v1.0

INTRODUCTION

A beginning is a very delicate time. Know then that it is the year 10,191 AG (After Guild). The known universe is ruled by the Padishah Emperor, Shaddam IV, and the most valuable substance in the universe is the geriatric spice, Melange. The Spice extends life. The Spice expands consciousness. The Spice is vital to space travel. The Spacing Guild and its Navigators, who the Spice has mutated over thousands of years, use the orange Spice gas which gives them the ability to fold space; that is, travel to any part of the universe without moving. Of course, the Spice exists on only one planet in the entire universe; a desolate, dry planet covered in vast deserts. Hidden away among the rocks of these deserts are a people known as the Fremen, who have long held a prophecy that a man would come, a messiah, who would lead them to true freedom. That planet is Arrakis, also known as Dune.

This saga is not one of glory and freedom for the Fremen, nor how their Jihad will bring all humanity to the true Zensunni Path. Their destiny is linked to the destiny of all mankind. For too long has humanity lain stagnant, trapped in the rigid class structure and imperial peace of the Padishah Empire, which controls the entire Known Universe through CHOAM, the single megacorporation that all noble families are part of.

This is a saga of politics and intrigue, of murder, genocide, and slaughter, a treatise on ecology, necessity, and the human condition. The unstable power structure of the empire, balanced between the Imperial House, the Nobles of the Landsraad, and the Monopoly of the Spacing Guild, creates incredible tension, tension that will (inevitably) lead to extermination for all humanity... unless a figure arises, one who can see through the shifting sands of time and chart a path that somehow avoids all the pitfalls and guides not just the Fremen, but all Humans to a future free of mankind's greatest weakness... its all consuming desire for comfort and safety.

You enter this setting eleven months to the day before the Atreides family depart their ancestral home on the idyllic planet Calidan, heading for the Guild Heighliners that will deliver them to Arrakis where they will supplant their hated rivals, the Harkonnens of Giedi Prime, as overlords of the planet and sole providers of Spice to the Universe.

What you do is up to you. You could play the greatest of games, seek out your own version of the Golden Path, or even rebuild the ancient machine threat thought long banished. Whatever you do, you'll need power, for this is a universe that squashes those without it. Take these **1000 CHOAM Points** and spend them wisely.

A few notes of caution, before we begin. This is a very complex universe, with lore as deep as the sands of Arrakis. There is a guide to some of the major factors and limitations at the end of this document. Please read it carefully. In brief, however, it should be noted that new technology, anything supernatural, and any thinking machines are going to be viewed as anathema by anyone native to this universe. The Spice Melange and the Water of Life are not reproducible while you are in this universe using any methods you didn't buy here... what you do once you leave is entirely up to you and your power-set. There are some individuals in this universe that are invisible to precog (Hasimir Fenring during the original 'Dune' novel and Siona Atreides and all of her descendants in the far-future period, primarily, though a cloud of Spice gas will obscure the future to some extent of any who imbibes heavily in melange). They will remain as invisible to your Out of Context Precog as they are to in-setting Prescience.

Note: Companions may not purchase items, but may take Companion Ready Drawbacks. All items you purchase can be freely imported into a similar item.

AGE, GENDER & SEX

Without going into the gender politics or sexual philosophy of Frank Herbert's Dune Universe too much, it is not an exaggeration to state that while gender is largely irrelevant to the metaphysics of the setting, biological sex is not. You may, at the start of the jump, freely select both your gender (from the list of all possible genders) and sex (from male or female only), but for the duration of this jump, you will always count as being a member of that sex as far as the metaphysics of this setting are concerned. This holds true even if you switch to an alt-form that is a different sex. Your age you may freely select from anything appropriate for your Origin, and you may be a member of any of the who knows how many ethnicities that dot the Known Universe.



ORIGINS

Mercenary: In times of trouble, when House fights House, everyone can use a little help... and that's where those who accept coin for their services come into their own. From doctors, to swordmasters, to professional soldiers, to itinerant artists, those who serve as pawns in the endless maneuvering of Imperial politics come in nigh infinite combinations from countless worlds, countless cultures, and countless backgrounds. You're now one of those thronging billions. Select from Drop-In, Freebooter, or Retainer.

Drop-In [+200]: No one in this universe has any idea who you are and you have no memories of a life in this universe. You enter this jump on a Spacing Guild Heighliner bound for any publicly accessible world in the Known Universe (so no Guild Worlds like Tupile or Chapterhouse, Prison Planets like Salusa Secundus, or Fringe Worlds like Ix, Wallach IX, or Bene Tleilax) with nothing more than the clothes on your back, a few solaris in your pocket, and a letter of introduction to the Seneschal of whichever Noble House rules the planet you're heading to. This letter will guarantee you a place in the retinue of that house, but you'll have to earn their trust.

Freebooter [+100]: Virtually identical to the Drop-In, the only difference here is that you do have memories of your life in this universe and a background suitable to your chosen profession.

Retainer [Free]: Unlike the Freebooter, the Retainer is not a prospective new hire for their chosen house, but rather an established and trusted member of the lord's retinue with a proven track record and at least a decade's experience maneuvering the halls of power.



Scion: Political and Temporal Power. A heady drug. Almost as heady as Melange. In the Known Universe, that also amounts to Economic Power, for the nobility of the Empire are also the collective owners of CHOAM, the super-company that owns the Imperial Economy. You're now a child of one of the Empire's many noble houses.

Not So Great House [+200]: The Houses Minor of the Empire are the local nobles, the aristocracy who don't own their own planets. They're typically vassals of the Houses Major, and have smaller pieces of the great pie on top of obligations to superior houses. Although they have less power, they are typically much less likely to be targeted in the Empire's byzantine power struggles. Although the commoners can't really tell the difference, no House Major is going to take a House Minor seriously unless they need something from them, aside from rare outliers like the Atréides who treat everyone with respect.

House Richese [+100]: Less respected than the other Houses Major, House Richese are the most techno-savvy of the Great Houses of the Known Universe. Although generally seen as second rate in comparison to their Ixian rivals, House Richese has a much better reputation with regards to the Butlerian Jihad, meaning their products are far less suspect.

Great House [Free]: The Houses Major are planetary Barons, Counts, Earls, and Dukes. They often own entire planets outright and many of them hold directorships in CHOAM. The power of the Houses Major is said to balance out the power of the Imperial House Corrino. Hell, take this and you could even be a member (not the heir or emperor) of House Corrino. Or you could be an Atréides or Harkonnen, though you can't supplant Paul or Rabban & Feyd as the heirs nor replace Leto or Vladimir as the Lord Regnant of their house.





Guildsman: The Guild nominally refers to The Spacing Guild, but in a more general term, there are four guild-like organizations in the Dune Universe -- The Guild, The Bene Gesserit, The Bene Tleilaxu, and the Ixians -- each of them selling their services to those willing to pay while secretly plotting their own little... or not so little... schemes for Universal Domination... probably. Never really can tell with these jokers. This is by far the most complicated section of the jump, since these groups have an overlapping skein of discounted perks and items.

Spacing Guild (Male Only) [+200]: Yes! You get points back for being a member of the Spacing Guild, even though it's arguably the most powerful organization in the entire setting. Why? Because this membership includes a powerful addiction to Melange for the duration of the jump and you can't take that drawback. It also comes with a lot of social restrictions unless you're a highly ranked Navigator... and if you are, you're a hideously mutated thing stuck in a Spice Gas Chamber. So... yeah. Great power... itty bitty living space. Hell, Second Stage Navigators are even blue. Despite, or perhaps because of, the prescience that comes with excessive melange use present in each Navigator, the Guild is a remarkably cautious lot, and your peers will be all too happy to walk the clear, safe course that leads ever down into stagnation.

Bene Tleilaxu (Male Only) [+200]: Short, dwarf-like characters with gray skin, hair and eyes, elfin features and pointy teeth, the deeply religious and deeply xenophobic Bene Tleilaxu are the Known Universe's masters of Biosciences. While their technology isn't as subject to restriction under the Butlerian Jihad, it does violate the ethical and moral framework of the Orange Catholic Bible and most other religions. Still, most Great Houses make use of their genetically engineered assassins, medical technology, and even the occasional clone soldier or Ghol. Everyone needs the Bene Tleilaxu. No one likes them. And they hate everyone. There are no female Tleilaxu... or rather, the female Tleilaxu are secretly the Axlottl tanks that the Tleilaxu Fleshcrafters use as gestation tubes. Axlottl tanks are objects, not people as far as the Tleilaxu are concerned.

Ixian [+100]: The Technocracy of Ix are one of the two remaining bastions of technological development and refinement in the Known Universe. Indeed, the Ixians are considered to produce the best machines around, beating out their competition on Richese. However, Ixian technophilia is viewed with deep suspicion, and they often cut very close to the edge of what is allowed under the Butlerian Jihad, as befitting of the people who were prophesied to cause humanity's extinction with their reckless pursuit of progress should the Golden Path fail. You're now an Overseer of the Technocracy.

Bene Gesserit (Female Only) [Free]: Look, the Dune Universe may seem sexist at first, what with all these men running everything and women being largely second class citizens... Or worse. But in reality? The entire series is actually about the Bene Gesserit and their manipulations. They're the only organization that lasts the entire six original novels, and they have some of the most broken abilities. Also some of the weirdest. They're also a female only group. Alas. Well, technically, you could be one of their rare male agents, but unless you're a Kwisatz Haderach, you can't really use all their powers. Empathy is your watchword, tempered by discipline. Every Bene Gesserit sister is a people person, so prepare yourself thusly.

Fremen [+300]: The Fremen are the indigenous population of the planet Arrakis, the descendants of the Zensunni Wanderers. Brought there after being captured in slave raids on Rossak and Harmonthep, the Fremen are essentially at or below the bottom of the rigid class structure of the Imperium known as the faufreluches. Fremen have functionally zero political, social, or economic standing in the Imperium and their planet is arguably the most hostile world that humanity actually inhabits. This has transformed them into an extremely prosaic (and religiously fanatical) people, where every day is a struggle simply to survive. As a Fremen, you may be from one of the cities of Arrakis, or from one of the towns in pan and graben, or even one of the deep desert sietches.

As a Fremen, the necessities of survival will fill your pre-awakening consciousness, as will the two overarching Fremen goals of fulfilling the prophecy of the Mahdi and the terraforming of Arrakis, and you may find it somewhat difficult to set them aside at first. Although the Fremen are at the bottom of the political system, they find a kind of freedom of action in that. Note that, like most cultures in this universe, the Fremen are largely patriarchal, though each tribe has their own Reverend Mother and her Sayyadina priestesses under her to spiritually advise the tribe, positions made more potent by the zealous spirituality of the Fremen. Although most of the tribal leadership and warriors are male, every Fremen is trained in combat... every single one. Even the little children are ruthless killers. As a Fremen, you are a native of Arrakis and thus addicted to Melange. Withdrawal is fatal, but thankfully it is in everything on Dune.



Shai Hulud [Drawback]: The Old Man of the Desert, The Maker, a Sandworm of Arrakis. That's what you are now. For good or ill. For the duration of the jump, you're formlocked as a Sandworm. You cannot take the GodJumper drawback, nor either scenario. Water is toxic to you; you have no hands, no ability to speak, no eyes, skin tough enough to withstand anything besides Dune Tier nuclear weapons at zero range, and you're effectively immortal. You begin the jump as a Giant of the Desert, half a kilometer long. You can swim through sand as fast as the fastest man can run. You cannot leave Arrakis. Once the jump ends, you gain this body as an altform. Warning, it might be hard for your companions to recognize you and as you can't actually see, you might have some trouble recognizing them. Your hearing is, however, acute enough to pick up footfalls on sand from twenty miles away. If forced to ingest more than a ton of water at one time, you will die and your body will break apart into hundreds of thousands of sand-trout. The water toxicity and formlock of course go away post jump, but you'll have to source hands, eyes, and a voicebox on your own. Oh, and in this form you always smell intensely of Melange... or Cinnamon... or Cloves. Some spice. Your pick.



PERKS & ITEMS

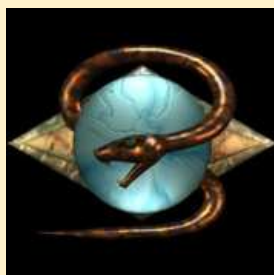
General Perks

A Place For Every Man And Every Man In His Place [Free All]: The faufreluches system is the class structure of the Imperium, designed to provide a sense of order to the various and far flung branches of humanity. A tool of control by those in power, it nonetheless provided a sense of where each person belonged in the great social structure. One of its key features was an attempt to minimize the sense of alienation felt by individuals and minorities. As such, you always have a sense for where you belong in any social order or structure, and every social order feels that you belong somewhere appropriate within it. As long as you make no overt attempt to rise above or act below your station, society as a whole will always accept you for who and what you are.

Battle Training [Free for All]: There isn't really anyone of any import in this setting who isn't absolutely lethal if the need arises. Well, not any named character. It's not just the Fremen and the Mentats. Every Bene Gesserit Witch is a master assassin, every noble trained to be a killer, and even the damned doctor manages to kill a Fremen infiltrator. The Emperor might or might not be competent in a fight, but he wears a Sardaukar uniform and didn't start off as Emperor. To that end, just for coming here, you gain a level of combat training (specialized mostly in melee combat) that makes you the rival of a Fremen Naib or a Sardaukar Bashar in fighting skill. By comparison, imagine the most skilled fighters, of the most skilled warrior-survivalist cultures on Earth's long and bloody history... now give them the genetic background of 12,000 years of Darwinian selective breeding. That's a Fremen Naib... a warrior chosen from such warriors because they're the best warrior of the tribe. While this may seem extreme... this is pretty much the bare minimum needed to not be steamrolled by those who are actually good at combat in the Dune Universe.

Born With It [100]: Be you a scion of a noble family, the product of some weird genetic experiments, or just the result of centuries of darwinian winnowing, something in your makeup has conspired to make you quite the looker. Why, play your cards right, and you might even be purchased to be some lord's plaything. Aren't you lucky!? Even better, for some reason, your beauty and popularity won't arouse the envy of others, no matter what Thufir Hawat says.

The Fiat of Gender [200]: The world of Dune is one of extreme sexual politics; almost everyone in power is male, except the Bene Gesserit Sisterhood and the Honored Matres. Even the metaphysics of the setting is gendered, with some powers being limited by male or female biology. Well, here's a way around that mess. This gives fiat backing to your gender and sex. What does this mean? If you have powers, abilities, or equipment that works for a specific gender or sex, it now will work no matter what gender or sex you might be at the current time, even if that is no sex or gender. If it relies on a specific piece of anatomy to function (say, a womb to gestate a child), you'll develop something similar when the need arises and lose it again as the need passes. Your sex and gender are now locked for as long as you want them to be locked, meaning that external attempts to change them will not function. As well, even if you choose to import into a new setting as another gender, you will still count as a member of your chosen gender for all purposes... such as being able to access that side of the ancestral memory or what have you. Unfortunately, you must select a default to always function as. Options other than binary are possible for both gender and sex, but potentially problematic. Still, it's your choice.



Antitoxins [200]: Poison is pretty damned common in this setting. Have a blanket immunity. You'll need it. This covers ingested, injected, inhaled, and contact toxins, as well as most acids.

The Scattering [300]: Stability in culture is often viewed as a good thing, but it can make things boring over time. It can also hide a multitude of sins and crimes under the blanket of tradition or morality or legalism. Unfortunately, social inertia is a hard master to overcome, and thus causing profound changes on a societal level can be tricky... for other people. With but an act of will, you will find that your mere presence can begin causing unplanned changes to ripple out through a community, and that your every word seems to find those willing to listen. Unfortunately for you, the exact nature of the changes you bring about is chaotic, random, some for the better, some for the worse, but the longer you strive to be a disruptive element, the more profound your effect will become. In a matter of weeks, you could shake up a city. In a matter of months, a nation. In a decade, you could spur the greatest mass migration a galaxy ten thousand years stagnante has ever seen. Only one element will always be present in your disruptions... the desire to migrate, to spread out, to mix and mingle with new or different cultures in different environs... that will always find root in the ideologies that form as a result of your meddling.

Comfort is a Trap, Authority is a Cage [300]: Whilst a life of comfort is alluring to many and a firm authority something many can live with, these are lies and traps. Comfort robs one of drive and will, whilst authority squanders and hinders their freedom. But now, not only are you aware of these deceits and cages, and not only can you break free of them with little effort, but you find it all but child's play to make others see them for the lies they are. From now on, you can never be fully trapped by comfort or restrained by another's authority over you, powered (such as the Bene Gesserit Voice) or otherwise, and freeing others from those chains requires far less effort than it otherwise would. This does not guarantee that those enforcing those lies will not seek to retaliate, however.

Siridar Fief [400]: You gain your own planetary fief. What's that, you ask? Why isn't this an item? Well, simple. The planet that The Jumpishah Emperess has deigned to assign to you is whatever planet you've started on... in this and all later jumps. There are three limitations on this. 1) This doesn't work if the planet you start on is already owned by a single individual or group (thus, if you start on Geidi Prime, you don't get to supplant the Harkonnens), 2) Siridar Fiefs routinely change hands. You don't get to bring these planets with you. 3) Just because you're the supreme overlord of the planet doesn't mean everyone will obey you... but it does give you ultimate legal authority over everyone who lives on the planet. If you're denied Fief Entire (i.e. ownership of the entire planet) due to rule 1, you gain rulership of the largest sub-planetary landmass, but you're still legally under the planetary rulership. The legal and governmental systems of that realm are altered to acknowledge your legal authority. If you want to turn this off for a jump, you may choose to do so at the beginning of the jump, but you can't later toggle it back on until the start of the next jump. Alternatively, your actual authority could be need to know, with only those at the highest levels of power actually knowing that you're running the show.

The Golden Path [400/1000]: *"There is no escape — we pay for the violence of our ancestors."*

-Paul Muad'Dib. How can this be? For you are the Kwisatz Haderach! Okay, more like a Kwisatz Haderach... Okay... a *potential* Kwisatz Haderach. There are actually quite a few. Paul, Leto the Second, Saint Alia of the Knife is probably one, Duncan Idaho might be one... eventually. This raises the question of what, exactly, a Kwisatz Haderach is. Well... first off, it means 'The Shortening of the Way' in Chakobsa... but that doesn't exactly help. Effectively, the Kwisatz Haderach is someone who can unlock both sets of genetic memory (male and female), and has the full range of prescience. What do we mean by full range?

Well, Bene Gesserit Reverend Mothers can sense thoughts, feelings, and images into the very near future, while Spacing Guild Navigators can sense locations and 'ripples' at far distance, but while the BG have a greater connection to what they're sensing, they have less control, while the Navigators have much greater control over where they're sensing but never are connected to it. A KH has complete access to the landscape of the future. Not for a few minutes, but for centuries, millenia... possibly more. The term landscape is used very deliberately, as it appears as a tapestry of possible and potential futures, some parts (stuff that's easily predicted and stable) well lit, while other parts (stuff that's complicated and subject to rapid change from tiny choices) are in shadow.

A Kwisatz Haderach effectively has all the powers of a Reverend Mother, a Mentat, and a Guild Navigator (and, as such, the price of this is reduced by 100 CP each for purchasing Mentat, Ancestral Voice, and Third Stage), but otherwise does not come with the abilities of those). What The Golden Path gets you is the opportunity to test yourself with the Water of Death / Water of Life in a bid to unlock your prescience. The chance of your successfully unlocking this Prescience depends on too many imponderables for us to give clear guidelines, but in general, the greater your willpower, self-awareness, and psychic potential, the better your chances. Or you could simply pay the higher price. Unfortunately, since this awakening relies upon being exposed to a poison powerful enough to kill you, taking this automatically makes you vulnerable to the Water of Life's toxic nature even if you're otherwise immune to poisons. Failure in your attempt will kill you, but is not automatically a chainfail if you have a one-up. If you fail in this attempt, but your chain continues, you may either refund this at the end of the jump for your points back, or keep it in a bid to continue attempting this awakening if you have a source of the untransmuted Water of Life. Only one attempt per jump is allowed, but if you keep this past the end of this jump, you cannot later choose to refund it. If attempting this awakening causes you to chainfail, you do not gain a refund, but may (if you have a source of untransmuted Water of Life) make one future attempt... though without a one-up, failing that will just kill you outright.

If your base sex in this jump is male, this Perk is the only way you'll have a chance to transmute the Water of Life and access female Ancestral memories. If your base sex in this jump is female, this is the only way you'll have a chance to unlock male Ancestral memories. Either way, this is the only way anyone gets to unlock the full scope of a Kwisatz Haderach's Prescience to take with them into future jumps. If you don't have Ancestral Voices, you will not unlock Genetic Memory in Future Jumps and without Third Stage, you won't be able to Fold Space in future jumps, and this does not come with any of a Mentat's training or bonuses. It does not come with Humanity Unchained's bonuses either.

Humanity Unchained [600] Capstone Booster: *“Greatness is a transitory experience. It is never persistent. It depends in part upon the myth-making imagination of humankind. The person who experiences greatness must have a feeling for the myth he is in. He must reflect what is projected upon him. And he must have a strong sense of the sardonic. This is what uncouples him from belief in his own pretensions. The sardonic is all that permits him to move within himself. Without this quality, even occasional greatness will destroy a man.”* -from Collected Sayings of Muad'Dib by the Princess Irulan.

The Dune Saga is, at its base, about humanity surpassing its limitations, becoming more and greater. Humanity for all its myriad of flaws and faults has managed to accomplish much in its existence. Space travel, thinking machines, an empire of many worlds and planets. But to stagnate is to die, for without push there is no progress. One either evolves or one dies, there are no other options, at least not for a mortal race. Of course, there are threats inherent in this, for as one evolves, how human does one remain? And what happens when evolution seems to grind to a halt? What about when there doesn't seem to be any evolutionary forces in play at all? What keeps the engines of progress turning? Despite these questions, there really does not seem to be any limit to the Human Will or what it can achieve when applied correctly... and that's what this perk is all about.

First, a guarantee -- you will always remain as human (whatever that means) as you desire to be. That's the simple bit. Second, a promise that, no matter what you're seeking to learn, or how you're seeking to improve yourself, you'll never stop seeing results, you'll always find clever new ways to improve by a reasonable amount over a reasonable timeframe. All it takes is you putting in the effort. And third, enough of a willpower boost to ensure that you will never need an external source of conflict to push you to improve yourself or encourage others to improve themselves.

But wait, there's more. Guarantees are fine and dandy, but a good foundation is also needed. To that end, you're given a general upgrade that makes you roughly fifty percent stronger than the strongest normal humans, tougher than the toughest normal human, and faster than a normal human can get, with peak human senses and health. After all, this is the far future... there have been some improvements on the genome. A sound body is, of course, wonderful, but a human is more than mere flesh. To that end, you are now a multifaceted genius, at least as smart as any human that has ever lived, and a true renaissance man, being able to apply your intelligence to any field that strikes your fancy. You will never fall into the traps of myopic focus that plague the Tleilax, the Mentat, the Gesserit, the Ixian, the Guildsman, or the Noble Scion, dodging the destructiveness and limitation that comes with specialization at the expense of all else,

But this is Humanity Unchained, freed of all fetters, and so limitations to your body are lifted, both physical and mental. Your learning ability is expanded exponentially, allowing you to discover new modes of thought, new techniques, or simply experience new sensations so much more easily than those around you. You'll find that it takes you but a single repetition to master any skill that others can teach you, and discovering new depths for yourself will require at least two orders of magnitude less time than it would take a normal genius.

Humanity Really Unchained [200, Capstone Booster Booster]: Your capstone Boosting effects now apply to everyone you have the responsibility for a) ruling, b) raising, c) training, or d) engineering. Getting this requires at least one Capstone boosted by Humanity Unchained.



General Items

Nest Egg [50]: 100,000 Solaris, or roughly 1,000,000 USD in cold, hard, guaranteed untraceable cash. This cash will convert itself to any local currency, never trip any flags when spent, and (thanks to the Guild Bank's backing), if unspent, gains 12% interest every year that passes by this setting's standards. Once you move on, the interest tracks to the local primary timeframe and (if you care) the interest can be calculated daily (that's not 12% a day, but 12/365% a day). Each time you purchase this, the Nest Egg grows by an order of magnitude (a factor of 10). Any other fiat backed funding sources you possess gain the untraceability and interest if you want them to. The untraceability will never work against your interest. Not certain how gaining interest on your money might be bad, but that is similarly guaranteed harmless.

Aircar Fleet [50]: This is 200 state of the art, top of the line aircars of a mix of any designs you like, from single-seat racers to fifty person transports. They will automatically adjust to the local styles if you want them to, never need maintenance or fuel, and if any are stolen or destroyed they will be replaced within 24 hours. Any stolen ones lose their special fiat backing. If you're a Scion or Guildsman, they may be decked out in your house or guild symbols. If you're a Scion or Spacing Guild, they count as diplomatic vehicles in all future settings, as long as you're not actively at war with the nation they're located in. Aircars are not as fast as Groundcars or Ornithopters, making them mostly useless in combat. They also can't carry as much armor as Groundcars.

These come with up to 20 disbursement yards with a security force and all the maintenance equipment the vehicles won't need. Each yard can handle up to five times as many vehicles as you actually station there (i.e. if you make one yard that normally houses all 200 Aircars provided by this purchase, that yard can actually fuel and maintain and secure 1000 Aircars.). Each additional purchase increases the fleet by a factor of 20 and the number of yards by a factor of 10. Disbursement Yards may be placed anywhere you like except in hostile territory. If you don't own the land they're on, contracts or treaties will exist allowing you to use it and operate your fleet in that dominion. All rents are guaranteed to be paid. One Yard can be connected to your Warehouse if you like. If your Fleet is equipped with weapons, those weapons can carry four times as much ammo in the same amount of space, and your yards have unlimited store of ammo and fuel in stock... or at least they almost never run out for more than a day. The basic weaponry on these is high end anti-personnel gear for the Known Universe... i.e. light anti-ballistic armor and solid projectile non-explosive arms.

Groundcar Fleet [50]: Instead of 200 Aircars, you gain 500 groundcars, but otherwise the same as the Aircar Fleet. Groundcars can be much more heavily armored than Aircars, and get much greater acceleration. These can be anything from Delivery Vans to Limosines to APCs and IFVs, but not Tanks or HFVs or Artillery.

Ornithopter Fleet [50]: Ornithopters are Dune's aerospace craft. You gain 60 of them, in any combination of transports, fighters, aerospace fighters, space-fighters, or scout craft. Otherwise, this has all the advantages of the Aircar Fleet, but only 5 disbursement yards to start with.



Cargo Lighter Fleet [100]: Lighters are massive spaceships designed to transport goods from a planet's surface to a Heighliner and then back down to a different planet's surface. They are huge, lumbering, and utterly defenseless, but each of them can carry a mega-ton of raw materials up out of a gravity well without breaking a sweat. You gain eighty of them, and a pair of civilian spaceports to load or unload them. Each additional purchase of this increases the number of Lighters and Spaceports by a factor of 8. You may place those spaceports anywhere you like and your spacecraft may use them free of charge, while others will pay for the privilege. Lighters are not equipped with Holtzman Drives, but do have in system FTL for space-based mining and transport purposes. They have the same theft / destruction / maintenance / fuel backing as the Aircars.

Frigate Squadron [100]: Frigates are the typical attack spaceships of the Dune Universe. Armed with aerospace capability, heavy armor, and (usually) the best offensive and defensive capabilities in the Known Universe, this purchase is a dozen combination troop-transport and attack ships. Although they have no Holtzman Drives, they are capable of basic FTL, as that technology makes getting around star-systems much more reasonable. This squadron carries enough weaponry to glass a good sized city in fifteen minutes, and can transport up to six-thousand troops and their vehicles. Like the Fleets above, they do not need fuel or maintenance, replace themselves if stolen or destroyed, and lose fiat backing if stolen. They come with a single very large installation (effectively a space-port) for loading and unloading. It is guaranteed large enough to handle up to 120 large spaceships at a time, and (as a military installation) is heavily guarded. Each additional purchase of this increases the number of Frigates and Spaceports by a factor of 5.

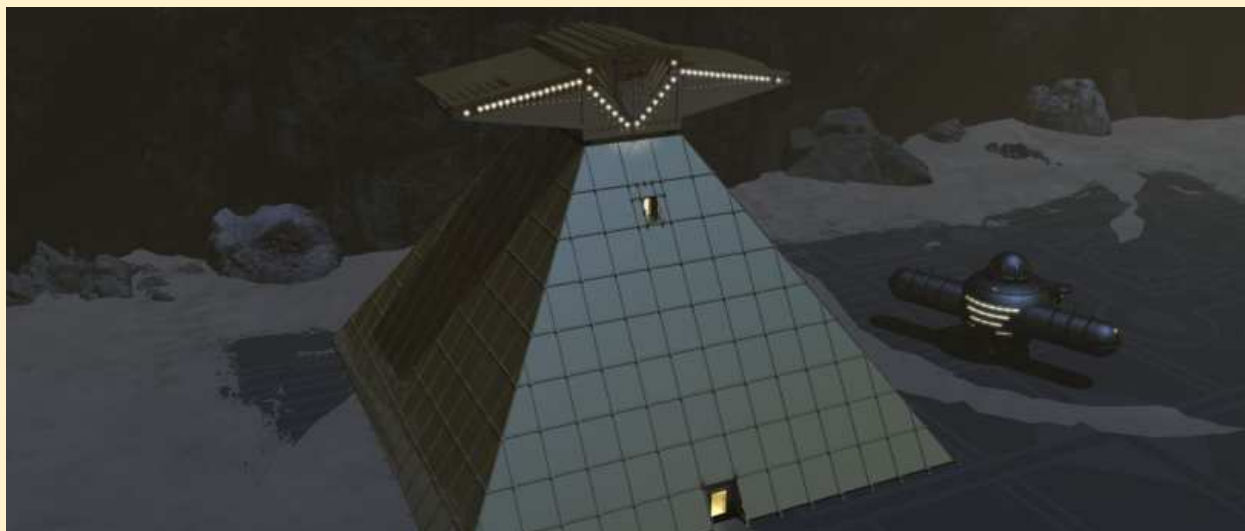
If you want them to be rapidly deployed across interstellar distances, I'd invest in a Heighliner. One Heighliner can carry millions of frigates. Your Spaceports can be placed anywhere you like except in hostile territory. If they're not in territory you own, treaties will exist allowing you to do so and all rents will be paid.



Poison Snoopers [100]: A set of a dozen absolutely infallible poison snoopers.

Hutment [200] (Free for Padishah Jumperor): A Hutment is a gigantic nine-story metallic pyramid with a huge golden frigate on top. This is essentially a pre-fabricated, quasi-mobile palace / fortress with sides two kilometers long. Heavily armed and armored, this titanic structure takes only a day to set up or break down and can house up to eight legions of troops, plus an entire palace's worth of servants and functionaries. You can also run a planetary invasion from it pretty easily. It folds up into two heavily armored lighters. Most cultures would consider the Hutment's interior decor and furnishings extremely durable and practically sybaritic, but by the standards of the Landsraad, they're fairly pedestrian and this is practically roughing it for the Padishah Emperor. FYI, a legion is roughly 6,000 men-at-arms plus support staff, but the Hutment doesn't actually include the troops, just the servants and functionaries and crew for all three spaceships.

Selamlık [200] (Free for Padishah Jumperor): The fittings on your Hutment are now absolutely sybaritic, and you gain five legions (30,000) of Sardaukar complete with staff.



Pet Worm [300]: *"Bless the Maker and all His Water. Bless the coming and going of Him, May his passing cleanse the world."* - Fremen saying. This is a full-sized (kilometer long) Sandworm. His name is Frank... although technically he doesn't have a gender or much of a brain as far as anyone can tell. Effectively a gigantic colony of Sandtrout all fused into a single nigh-invincible furnace of destruction, Frank will come whenever you plant his custom thumper. Unlike most Sandworms, he is immune to water and can shrink down to a mere dozen meters long and half a meter tall. He'll let you (or anyone you designate) ride him and he's nearly tireless. He may be immune to water, but he cannot swim and doesn't like damp. He can burrow through sand and dirt quite rapidly, but not through solid stone.

Sandtrout Skinsuit [400] (Half Price with The Golden Path & Humanity Unchained): Well, this is a hell of a thing. You've got a colony of Sandtrout covering your entire body aside from your mouth, nose, and eyes. Your ears have holes so you can still hear. This skinsuit normally wouldn't be removable, but yours is special, allowing you to will the Sandtrout that make up the suit to slide off of your skin and back into the sand basin that is supplied with this. While wearing the suit, you are effectively wearing a living stillsuit. The suit consumes all waste products you generate and keeps your body hydrated from within. Your suit requires your body to have a very high spice concentration in your blood for the duration of the jump, though after the jump, a diet high in any spices will suffice. The suit's physical augmentation effect relies on Melange however. What augmentation? Well, the suit is pretty much bullet or laser proof, quadruples your strength and speed, and effectively allows you to live forever. Unlike Leto II's Suit, yours is guaranteed not to transform you slowly into an actual Sandworm, nor to make water poisonous to you. It is also guaranteed not to die if you take it into water, nor will the individual Sand Trout break free of the suit and transform any Earth-Type planet into a desert world full of Sandworm... not even if you want them to. Available for Free if you take a specific Drawback, though of course you only get the no Sandworm protection once you leave this Universe.

Mercenary Perks

Smuggler [100] (Free for Mercenary): Mercenary work can pay well, you wouldn't be one otherwise but no one smart ever turned down extra work just because it might be...a tad illegal. You now possess innate talent for and knowledge of the art of smuggling legal and illegal goods past all kinds of security and customs checkpoints, including the precious Spice itself. This includes a kind of sixth sense for what kind of security measures might be in place and where customs patrols might be weaker. You also gain an instinct for what bribes might be effective and on whom they might be effective. Fabricating seemingly legitimate paperwork is child's play for you, and you always know where to get decent (if not necessarily the best) prices for your contraband. Additionally, you're one of the best pilots around, a vital skill for any mercenary or smuggler, be it of spacecraft or ornithopter.

Lay of the Land [100] (Free for Mercenary): *"He shall know your ways as if born to them."* Liet-Kynes, the Prophecy of the Lisan al Gaib. Knowing the landscape and environment around you is often vital to completing a job. Upon entry into a new environment or location, you instantly perform a "scan" of the area. This "scan" will reveal to you every conceivable entry/exit point as well as any points of cover or protection. When the area is populated, you'll gain a sense of who lives there, what languages they speak, what the general economics and social customs of the area are, and what major taboos and regulations exist. None of this information provided by this scan will be secrets, but it may include less commonly known but theoretically easily uncoverable details that few locals are actively aware of.

Unbeholden [100] (Free for Mercenary): You owe no one anything and no one owes you anything. At least not anyone from this Universe. In fact, no one local has any idea who you are, as you exist in no databases or memories. You aren't genetically related to anyone who ever lived in this universe. In each jump from now on, you may decide to trigger this as you enter the setting, but if you choose not to it cannot be later activated. This only controls the baseline, and later actions you or others take can change this. It has no effect on those you bring with you into a setting or those you pay CP for a relationship with.

A Lesson in Every Experience [100] (Free Retainer): *"Muad'Dib learned rapidly because his first training was in how to learn. And the first lesson of all was the basic trust that he could learn. It is shocking to find how many people do not believe they can learn, and how many more believe learning to be difficult. Muad'Dib knew that every experience carries its own lesson."* - The Humanity of Muad'Dib by the Princess Irulan. You have a fundamental understanding of how people learn, especially yourself. You can not only teach this understanding to others, but embrace it yourself, allowing you to learn practically anything with ease. Nevermore will you feel as if learning new things is a challenge, and every experience, be it new or one you've had a thousand times, will never fail to impart some new insight or wisdom to you.

Troubadour [200] (Half Price for Mercenary): Most people assume that a Mercenary is just someone with a gun, knife, shield, and nothing more. And to be sure, the great houses will pay for such men. But those individuals will never be more than foot soldiers. To be of true value to your chosen masters, a mercenary must bring more than mere skill at arms, for a family is seldom actually at war. A master mercenary must bring other talents, be that lore or art or deep insight into the human condition. Nowhere are those talents better combined than in the rank of Troubadour. A poet, musician, and historian, you are a cut above the rank and file. Not only will those to whom you pledge loyalty know and value that loyalty, but the incredible talent you have for poetry and performance will allow you to near seamlessly blend in with those of high social standing and to make your advice heard when it matters most... and to make your presence unremarkable when it would be of special advantage, be that as an observer, or as a perfect tool for assassination or kidnapping. Your skill with poetry and music is such that, with little effort, you can compose works of art that will be remembered for ten thousand years.

Hidden From Sight [200] (Half Price for Mercenary): In this universe, those who can see the future, either imperfectly (like Reverend Mothers, Seers, Mentats, and Guild Navigators) or virtually perfectly (like the various Kwisatz Haderachs) are all too worryingly common. However, by sheer chance, Hasimir Fenring, a cousin of the Emperor and a genetic mule, possesses a gene that makes him invisible to prescience and other forms of precognition. That gene will, in 3500 years, reemerge, this time in a viable form, in Siona Atreides, thanks to God Emperor Leto's breeding program, and permanently become part of the Atreides line. You carry the gene for this trait, without being a mule. Only by seeing you physically and using precognition at the same time will a prescient individual realize that you are outside their sight. They will otherwise not realize that there are any gaps in their precognition... or at least not gaps linked to you.

Slave Gladiator [200] (Half Price for Mercenary): *"Let us not rail about justice as long as we have arms and the freedom to use them."* - Duke Leto Atreides. Is the crowd not entertained!? Well, they had better be, for as a slave gladiator, your life hangs in the balance. Now, of course, you're more an ex-slave gladiator, or have been trained by one who served their time in the pits, but what this means is that not only do you know the ins, outs, and every dirty trick under the Sun(s) about Gladiatorial combat that it's possible to know, but you know how to snag the attention of the audience, any audience, and hold it. No weapon is unfamiliar to you, no beast unknown, and no sly trap unavoidable to you. When push comes to shove, you will sure show them all just who the best warrior is! And when it's your turn to teach instead of fight, you'll have a few pretty tricks to show those who think they're better than you. And you'll always remember the words of Gurney Halleck, 'Mood is a thing for Cattle and making love. It's not for fighting. You fight when the necessity arises.' No matter when the fight comes to you, you'll never be 'not in the mood'.

Suk School Doctor [400] (Half Price for Mercenary): *“Think you of the fact that a deaf person cannot hear. Then, what deafness may we not all possess? What senses do we lack that we cannot see and cannot hear another world around us?”* - Wanna Yueh, from the Orange Catholic Bible. The Suk School of Medicine is the greatest medical teaching facility in mankind's history, with two-hundred centuries of advanced medical research to draw upon, and as such, the training they impart to their students is without match in this... or, indeed, most other universes. Their curriculum covers every field of medicine imaginable, from herbalism to surgery, from accupressure to therapy, from magnetic imaging to laser optics.

As a graduate of their program, you are among the most elite doctors in the universe, specialized in every medical field and blessed with a comprehensive knowledge of human anatomy, ailments, diseases, conditions, treatments, alternative treatments, pharmacology, and psychology. People, especially those in the highest tiers of society, will pay handsomely for your service on reputation alone, especially since you bear upon your forehead the mark of Imperial Conditioning, guaranteeing that you are incapable of taking a life (or it would if you weren't a Jumper). Your mark is further supplemented with an aura of assurance that fills people with a sense that they can trust you to do your duty as a Doctor without fear of their lives being cut short... or (more importantly) the lives of their heirs. In a universe where wars of assassins are the rule rather than the exception, a doctor a noble can trust is more valuable than Spice.

The more you violate the Suk Oaths, the weaker your Mark and Aura will grow, though it will reset back to the baseline at the start of each new jump if you aren't a Drop-In... but once you stop jumping, no do overs unless you actually reincarnate.

Imperial Conditioning [Optional Drawback Perk]: Now, of course, you aren't actually bound by the Imperial Conditioning, but as long as you're circumspect, that should never come to light... but bear in mind that Truth Tellers are far from uncommon in this universe, especially among the nobility. Almost every house has more than one Bene Gesserit Advisor after all, and Mentats are exceptionally good at reading people even without a Bene Gesserit's powers.

That said, if you allow yourself to be bound by the Suk Conditioning until the end of the Jump, you'll find that you gain an understanding of how to instill said conditioning upon others, though only upon the willing. Their Conditioning, unlike Yueh's, will be impervious to subornation. The process takes several years, but is harmless. It need not be paired with medical training, as other servants are so marked, but Suk Doctors are the most valued. With the fiat backed conditioning comes a fiat backed Mark that will be universally recognized as carrying implicit trust and a guarantee of personal safety. Some may not respect it, but all will recognize it. Your own Mark will only be at full power in any jump as long as you maintain the spirit of the Suk School Oaths.



Sword Master of the Ginaz [400] (Half Price for Mercenary): Some say that the pen is mightier than the sword. You however hold firm to the belief that the sword is mighty regardless. And it most certainly is for you at least. With this perk, you become one of the greatest swordsmen/women ever seen in this world or any others afterwards. Only another equally talented individual stands a chance against you in a straight up fight. Beware of cheaters though, that's its own set of issues. Not only are you a superlative swordsman, but learning any fighting technique you set your mind to learning is dead simple, and passing those techniques on to those you're training is far simpler than it otherwise would be. You could teach a talentless fool to be a legendary fighter in less than ten years, and those with actual talent and dedication would become the stuff of myths in far less time. Any warrior society will readily accept you as one of their own, and your talent with weapons, not just swords, allows you to easily adapt your techniques for any quirk of local technology, and while the sword is your primary weapon, you'll find that learning and training others to use any weapon presents no real challenge to you.

A Word to the Wise [600] (Half Price for Mercenary): There are few who would deny that wisdom is an important trait for anyone who hopes to live a long life, especially if that individual is a mercenary (or a Jumper). However, more often than not, wisdom by itself is not enough. There are factors and events that even the wisest sage in the universe could not possibly anticipate, and for those situations, having excellent instincts for risk and the reaction time to make the most of those instincts can cover much of the difference. Your instincts verge on the preternatural, allowing you not merely split seconds of warning when things are going south, but minutes or even hours of slowly mounting unease as looming danger nears. The greater the danger, and the closer it is, the more pressing your sense of unease will become, and the clearer your 'sense' of what you'll need to do to get yourself (and potentially others) out of hot water will be. When you rely upon this sense, you will find that you can survive almost any disaster, as long as you were wise enough to seek a way out rather than stupidly standing in the path of onrushing doom. With your instincts honed to finer than a razors edge, you have been granted reflexes and reaction times that verge on superhuman.

Better Lucky than Wise [With Humanity Unchained]: Of course, all the wisdom and instinctive action in the world cannot save you if you are well and truly screwed... and that's where having Lady Luck firmly on your side pays off. As a Human, you seldom rely upon instinct, of course, but by following the flow of the moment, your ability to survive is magnified many times over, giving you tremendous, noteworthy amounts of Luck. By moving at just the right moment, you'll be able to dodge otherwise fatal sword strikes from Ginaz Swordmasters, avoid a Mentat Assassin's laser, correctly guess sixty-four digit passwords, and find your way blindfolded through randomly shifting minefields. Odds are all now tipped so far in your favour that what should be 1,000,000 to one odds against are now 10 to one in favor.

Mercenary Items

Variable Speed Slow Shield [100] (Free for Mercenary): A Holtzman Shield is one of the most advanced and useful pieces of technology around in the Dune Universe. By sheathing the wearer in a suspensor-nullification effect, a shield can be calibrated to allow the passage of matter below a given speed. This is important or otherwise the wearer would suffocate. Most personal shields are dialable to block anything entering faster than six to nine centimeters per second relative to the shield itself, and can be set to cover one's entire body or merely the right or left half of it, if the need arises. Yours is special in several ways. First, the speed can be dialed down to four centimeters per second without cutting off your flow of air, and can be rendered all but impervious for up to ten seconds per day in extremis, though you'll get no air at all during that time. Second, yours does not attract Sandworms on Dune. Third, when hit with a laser weapon, your shield will simply go down, rather than engulfing you in an atomic explosion. The laser weapon itself will still explode with enough force to kill any relatively normal humans within about twelve meters, but no extra radiation will be generated. This effect applies to laser weapons in other settings as well... though does not apply if the range is greater than one tenth of a light second.

Trade Goods [100] (Free for Mercenary): Whilst the primary purpose of a mercenary is to point and shoot, you're never far from emergency provisions with which to make some quick cash. This cache of goods includes such Dune specific trade goods as Pundi & Pongi Rice from Calidan, along with some Calidian Wines, Elacca Wood and Fogwood (which come from Ecaz), Jacaranda (which comes from Elacca), Buzzellian Soostones, Irongourds from Rossak, Ridulian Crystal, Ixian Firegems, and Lankiveilian Whale Fur, and is always ready for you in the event trade or emergency money are needed. The value of these commodities is guaranteed to run to the millions of Solaris. To put that into perspective, Melange sells for upwards of 50,000 solaris per gram, or roughly 500,000 USD. The cache replenishes once a month, but the contents are randomized from a list of valuable substances native to the Dune Universe. Some stuff, like the Rice, will take up quite large amounts of space, while the Firegems are very small. The cache's size changes depending on the contents, but is always close to hand. Anything that remains in the cache won't be replaced, but won't take up any space in any of your storage solutions. Anything you remove from the cache... well, you'll have to find a way to store it, but it will eventually be replaced.

Recruitment Drive [100] (Half Price for Retainer): You may ask anyone from this universe to join you on your travels, and (as long as they agree to come with you before they die) they will join your official entourage at the end of this jump.

Tech Cache [200] (Half Price for Mercenary): A good mercenary is a prepared mercenary, and being prepared means having the right tools for the job. This tech cache is full of such wondrous tools as Lasguns (a handful), Maula Pistols (twenty), Personal Shield Generators (enough to outfit a battalion, comes with free daggers), Hunter-Seeker Darts (a dozen with control units), Pain Amplifiers (four), Poison Snoopers, Filmbook Presses, Ego-Likeness Presses, Glowglobes (enough to fill a mansion), Semuta Music Generators (two), House Shield Generators (three), Pentashield / Pru-Door Generators (ten), Cleaning and Training Servoks (enough to clean a mansion and train a hundred fighters at once), a Distrans implanter (with a number of native animals), a thousand Medpaks, a dozen Preservation Canisters, a dozen Radios, a Memocorder, four Cone of Silence Generators, and hundreds of meters of Shigawire for all your messaging and garroting needs. Enough Semuta drug to appease a handful of addicts is included, as well as a dozen ornithopters (a mix of light spotters, fighters, and heavy transports), four spice crawlers, and a Carryall... just in case you need the facilities to gather Spice illegally. Anything taken from the Cache can be returned to it, but anything used up or destroyed will be replaced in one standard lunar month. The total value of everything in the cache is Twenty Million Solaris (200 Million USD), but most of it is extremely hard to sell for various legal reasons. It is all reliable, but hardly cutting edge technology for the Dune-Verse. Most of it would be all but impossible to retro-engineer for anyone without Out of Context and fiat backed tech skills, as much of it relies on Dune specific sciences or substances. That said, everything is guaranteed to work for you and anyone you sell it to or who steals it from you.

No Chamber [200] (Half Price for Mercenary): The Ixian No-Chamber is a room or box that renders anything inside it completely invisible to precience (or other forms of precognition) as well as visual sight and virtually all other forms of scanning or sight native to the Dune-Verse. Your chamber, which is externally the size of a large wardrobe, contains enough interior volume to store enough sand to fill the ancient Colosseum of Rome, and covers all non-native precognition and sensory methods as well. Only by entering the No Chamber can anything within be perceived. The chamber also has a togglable stasis function good enough to perfectly preserve anything within for millennia, but it does so by cutting off the internal flow of time completely. This is not dialable. The No Chamber cannot be dropped to get Chamber.

The Slow Blade [400] (Half Price for Mercenary): As they say in the Dune-Verse, 'The Slow Blade Penetrates the Shield'. What Shield, you ask? Why, any Shield! Silly Jumper. As long as the blade, and by extension your arm, is moving slowly, this knife will pierce and cut through any defence imaginable. You may freely import any edged melee weapon you possess into the Slow Blade.

Smuggler Ship [600] (Half Price for Mercenary): The development of the No-Ships was one of the biggest paradigm shifts in the entire history of the Dune-Verse. Not only can the ship navigate fold-space without a Guild Navigator, it incorporates the No-Chamber technology, rendering it invisible to Prescience and virtually all other forms of detection, except when the ship is in standby mode, at which point it can be seen visually, but is still otherwise invisible to more advanced forms of detection.

Such ships can even be used as planetary defense platforms, since their invisibility makes them all but undetectable. However, very very powerful prescience users can be trained to sense No-Ships, but the techniques needed are highly experimental and exceptionally rare... and require knowledge of the No-Ship technology and a general idea where to look and who might be aboard the ship. Another small problem (at least in the Dune-Verse) is that the mechanism by which the ship navigates without a Navigator is by using a computer with a borderline AI, which comes very very close to violating the letter and spirit of the Butlerian Jihad proscription on 'making a machine in the likeness of a human mind'. Be careful who you allow aboard. By default, your No-Ship is large enough to transport everything in the Trade Goods and Tech Cache Items, and equipped only with basic weapons and limited armor. However, you may import any ship you own into it to give that ship the effectiveness of a No-Ship, including the Guild Heighliner if you purchase it. A No-Ship is far slower than a Heighliner, as the computer must make far shorter folds than a Guild Navigator... but the drive is the same, so (if you are prescient or have a friend who is a Navigator) the jumps can be of virtually any length.

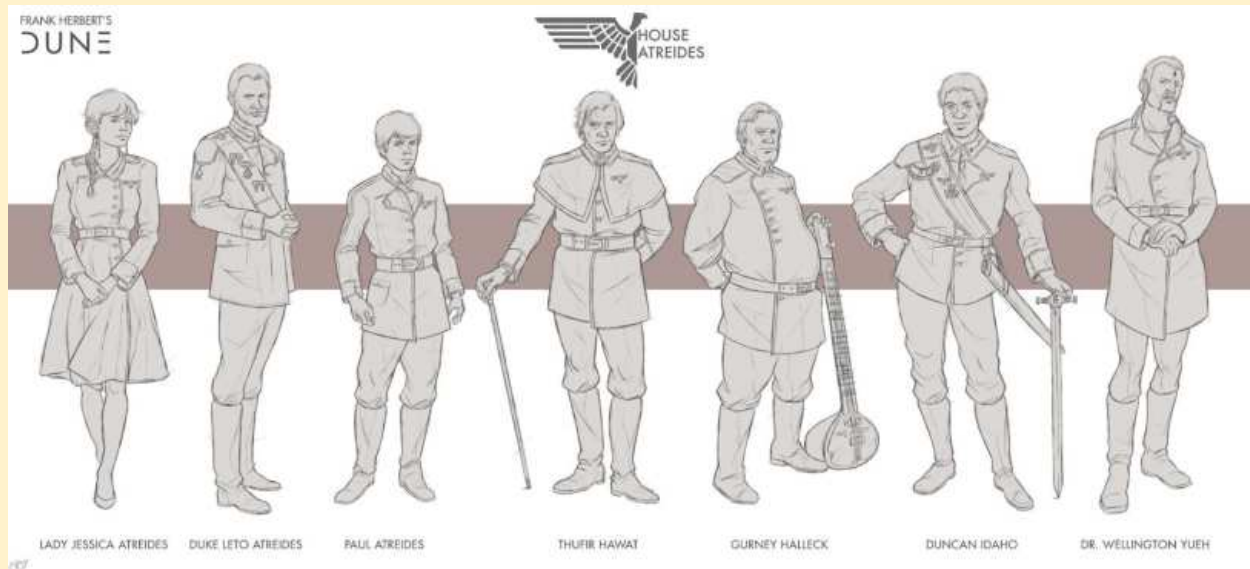


Great House Scion Perks

Refinement & Style [100] (Free for Scion): As someone born of nobility, it is assumed that you are an individual of wealth and taste. And also grace. And poise, and... well, the list goes on and on. Wouldn't do to disappoint the hangers on, now would it? This Perk handles all those irritating little things, ensuring you'll always know how to dress appropriately and what fashion trends are in this season. In fact, your sense of fashion is so good you'll largely be determining what becomes fashionable next season, whether or not you bother trying to influence those trends. Whatever you wear, however you decorate your properties, dress your troops or servants, or serve your guests will be viewed as stylish and (if you put in even a little effort) look incredible... and all without sacrificing functionality. Furthermore, you'll have your etiquette and manners down so utterly perfect that even the highest authority in the setting would acknowledge your refinement. Finally, you will never lack for a socially correct topic to either start a conversation or join one already in progress, and have an utter mastery of small talk. Unfortunately, this perk cannot make you actually care about any of that, nor does it come with the patience needed to not strangle some incredibly boring baronial heir at supper. For that, you'll need to look elsewhere.

As few things are as refined in this Universe as the Art of Vendetta, i.e. the plotting of assassinations against one's enemies. As such, you have a comprehensive knowledge of poisons and how to watch out for them. It's not very stylish to froth at the mouth and keel over backwards at a garden party, now is it.

Lead, Don't Follow [100] (Free for Scion): *"I must rule with eye and claw -- as the hawk among lesser birds."* - Duke Leto Atreides. One of the core themes of Dune is to beware of overly charismatic leaders... but if that were simple, history would be different. This perk, however, simplifies things. From now on, you'll be highly resistant to the charisma, natural or otherwise, of other people... especially those in leadership or religious positions. This includes all charm effects and, really, any attempt to persuade you or compel you to follow another. You may still do so of your own free will, but you'll always have a clear head when you're making the choice, and won't be blinded by loyalty if the leader or cause changes over time.



Wealth & Privilege [100] (Free for Scion): Perhaps the most important thing about being part of the ruling class is everyone treating you like you're someone of import, someone who matters. Not only does this mean that people of lower standing will defer to you in most things, but that people of equal or higher standing will think twice about crossing you for fear of what your family, allies, and retainers will do to them if they do. From now on, people will always treat you with the respect you deserve and you deserve a lot of it. You'll always be treated as extremely important no matter where you go, meaning that few doors will be closed to you, few opportunities denied you, and government officials such as judges, security officers, and functionaries will always give you the benefit of the doubt and priority service unless they're actively opposed to you or in the pay of those who are. Every VIP list will have your name on it, every exclusive shop or club will open its doors to you, and when people are looking for someone to join their cabal, invest in their business, or contribute to a cause, your name will be on the short list. This perk comes free with a social secretary who is expert in making certain that riffraff need not apply, and that when you don't feel like dealing with others, you won't be bothered... at least by those polite enough to take no for an answer. The secretary is a Follower, but you may import one of your other followers or even a companion into that slot.

No Mere Animal [200] (Half Price for Scion): An Animal acts without thought, relying on instinct and impulse and base cunning. The Human is always conscious of why they do what they do, always aware of their own biases and motivations, and never ruled by their emotions or impulses or instincts. Even in reaction to sudden stimuli, the Human reacts with deliberation. This then, is now you, Human. You can endure any amount of pain without breaking, and even feign death convincingly enough to fool even a Mentat. Hope will never blind you to the truth. Please note that this does not inhibit your ability to feel emotions in any way. It merely makes you aware of how your emotions and knowledge base might be influencing your choices.

The Training of Experts [200] (Half Price for Scion): As a scion of a Great House, there's more than just etiquette and social functions to deal with. To that end, you have been provided with tutors drawn from some of the greatest minds of your time. Not only does this provide you with a well rounded education in all the social and physical sciences, but it provides you with a comprehensive knowledge of tactics, strategy, logistics, leadership, oratory, history... and above all the techniques of personal combat, both political and physical. While you're certainly not going to be the equal of a Swordmaster of the Ginaz, your training in combat is enough to protect you from all but the best assassins or slave gladiators, and your knowledge of the subtleties of the political arena is enough to guarantee that you won't fall into the most obvious of traps. Most importantly, however, you have been given training in how to handle the power inherent to your position and social class, in how to wield power as a tool and weapon and shield.

Killer Instincts [200] (Half Price for Scion): *"In shield fighting, one moves fast on defense, slow on attack. Attack has the sole purpose of tricking the opponent into a misstep, setting him up for the attack sinister. The shield turns the fast blow, admits the slow Kindjal!"* - Gurney Halleck. Opportunities are fleeting things, often gone before most even realize that they exist. You're not like the rest of the common throng, however. You possess an incredibly keen sense that alerts you to any potential chance to further your goals, not merely in combat, but especially in business and politics. Not only are you politically savvy enough to go toe to toe with the likes of the Emperor or the Baron, but you gain the will needed to take advantage of opportunities when they arise, even when you know that others will suffer from your actions. While this will not make you the rival of the manipulators of the Bene Gesserit or Honored Matres, it will at the very least allow you to sense the edges of their byzantine schemes and protect yourself accordingly.



Master of Assassins [400] (Half Price for Scion): The Navigators of the Spacing Guild can see plans within plans within plans, but it takes a true master of the great game to make them. You are one such master, endlessly factoring how to kill or compromise your enemies, protect your allies from misadventures both overt and covert, and designing training programs and tests for assassins and bodyguards alike. Your knowledge of the techniques of assassination is second to none, as is your ability to train up spies, assassins, saboteurs, provocateurs, and protective agents, and those you train seldom miss details or make mistakes... but that barely scratches the surface of your prodigious talents. To you, the plotting of ten-thousand campaigns across hundreds of worlds simultaneously is no more than a warm up exercise, and figuring out contingencies for the contingencies your foes have in place against your contingencies is an amusing past-time. The machinations of lesser minds are all but transparent to you and seldom do you fail to take even the smallest detail that you are aware of into account when making your plans. Further, you have a keen understanding of what details you might be missing and how it might be possible to acquire them. Your tactical brilliance is great enough to out-think a Mentat with decades of experience. If you're also a Mentat... heaven help your enemies.

Leader of Men [400] (Half Price for Scion): *"A world is supported by four things; the learning of the wise, the justice of the great, the prayers of the righteous, and the valor of the brave. But all these are as nothing without a ruler who knows the art of ruling. Make that the science of your tradition."* - Gaius Helen Mohiam. Loyalty. It's a fickle thing in most worlds, but in the Universe of Dune it is perhaps the most valuable thing imaginable. Knowing who you can trust is vital in a world where traitors are a very significant issue that can undermine Houses, bring down entire Empires, and lay low even a Kwisatz Haderach. You, however, need never fear the traitor's blade, not now or ever again, for it is within you to instill an unbreakable loyalty in your followers. This loyalty is unshakable by any external force, meaning that none of your followers will ever willingly betray you, and even if you somehow turn them against you, they'll come to you with their grievances rather than allow them to fester and spread.

Should you drive your followers away, they will walk away, heads high, rather than seek to turn against you. And as an added bonus, you have a talent for seeing the potential in those you command and causing it to flower. Your followers will feel compelled to strive to be the best version of themselves that they can be. Under your capable leadership (assuming you are capable), it might even be true. In any situation where there isn't a clear chain of command, people not already under your command will tend to defer to your authority, and (in general) most people will assume you have the right to do pretty much anything you want, unless they actively know differently or would object to you doing so enough to actually stand up to you.



Good Breeding [600] (Half Price for Great & Not So Great House): Though times have changed, the concept of pure blood and good breeding among nobility has endured throughout the millennia, reinforced by the often not so subtle hand of the Bene Gesserit (and occasionally tampered with, no doubt, by the Bene Tleilax). Even without the Bene Gesserit Breeding Program, the brutally darwinian selection process of a hundred plus centuries of Wars of Assassins has largely winnowed out all the weaklings. You are the product of these mutually reinforcing pressures, a truly spectacular specimen of Humanity, the refinement of the finest bloodlines distilled and characterised in each generation in a bid to produce the Universe's Superbeing... and, you know, outdo the other Houses and secure future offspring. Not only are you very nearly genetically perfect, with no area or aspect of human development left untouched by drastic improvement, but you are beyond what the humans of the early twentieth century would consider peak humanity. Your muscles experience a tenth the fatigue a baseline human's might, your senses are at least twice as sharp, your reaction times untrained are equal to those of seasoned genetically engineered assassins, and your resilience to trauma and disease guarantees that, should you actually suffer a mischief, you'll recover in short order unless someone actively kills you. And that's just the physical side. Mentally, you're smarter than even a thinking machine... what some in earlier times would call a Post Singularity AI, with a near photographic memory and reflexes, allowing you to mimic behaviours and master new techniques with frightening speed. Furthermore, since you're only a generation or two removed from the first Kwisatz Haderach, your genetics breeds true, meaning that you can pass on all your various gifts and abilities to your children without worrying that you'll pass on anything bad to them in turn.

Better Breeding [With Humanity Unchained]: Oh, sorry, did we say that you were a generation removed from the Kwisatz Haderach? Well you are. In the other direction. While other Scions of Houses Major are content with being the best possible specimens of the Human Race... you're not so concerned with 'possible'. Every facet of your biology has been not merely maximized, but dialed past the end of the scale and then tweaked a bit more. Your speed, strength, toughness, resilience, and reaction times are all well into the superhuman range, allowing you to perform feats that should kill a normal human. You could run hundreds of miles through the open desert without protection and be fine, shrug off designer diseases and hard radiation, withstand a hail of bullets or dagger strikes, walk through walls of fire, and catch hypersonic needles out of the air. Your mind too has been enhanced, allowing you to intuitively understand cultures simply by being exposed to them, memorize anything (even physical motions) instantly, suffer absolutely no skill degradation over thousands of years, and learn new languages as fast as you hear them spoken. Your senses are at least an order of magnitude sharper than those of a baseline. Even without Mentat Training or exposure to the Water of Life, your mind is easily powerful enough to begin to unlock the secrets of prescience, giving you glimpses of the future that amount to danger sense... but also include prophetic visions of potential futures that include you or your descendants. In fact, your genetics are so good that even the smallest amount of your genetic material transferred to another living person will see their body begin to improve over time, correcting all manner of genetic or congenital defects.

Forbidden Knowledge [600] (Half Price for House Richese): See under Guildsmen.

Great House Scion Items

Palace [100] (Free for Scion): Really, what's the point of being a Scion of a House Major if you don't even have a several thousand year old pile of rocks with your family name on it? An opulent, over-indulgent, ruinously expensive manse is pretty much the de facto, go to sign of one's noble lineage and privilege if there ever was one. This is a truly spectacular palace designed to withstand a siege by armies of lasgun wielding Sardaukar Terror Troops, but it doesn't look it, since it is decked out in all the finest furniture and tapestries of a thousand worlds and kitted up with the fanciest Dune-Tech amenities. This is all the house you and ten-thousand of your closest sycophants will ever need. If, in future jumps, the Palace is not located in a polity you are the head of state / government of, the Palace counts as an embassy.

Inner Circle [100] (Free for Scion): You can import 8 companions as anything besides members of the Spacing Guild unless you are also Spacing Guild. They may gain CP from their Origin and Companion Ready Drawbacks, but cannot be drop-ins. Otherwise, they gain 400 CP to spend. If combined with Entourage, this gives only 8 of those companions the full 400 CP. Members of your Inner Circle may not purchase items.

House Atomics [100] (Free for Scion): You'd have thought millenia of advancement would have created some new and improved WMD to threaten others with and be threatened by in return. But no, the age old atomic bomb is still the weapon of choice in the future. Put bluntly Jumper, this is a stockpile of a few hundred nukes. Mountain busting clean atomic nuclear weapons, with no guidance systems, each the size of a pre-space soccer ball. Just be sure to never use them against populated targets, at least during this Jump, since literally everyone will come down on you for the usage of even one of these. And by 'down on you' we mean planetary annihilation. This stockpile includes a pair of stoneburners, enhanced atomic bombs that generate eye destroying J-Rays and can burn down to the core of a planet. This stockpile resets every hundred years, or at the start of each jump. For another 200 CP (undiscounted) each of them now comes complete with a delivery vehicle capable of transporting the nukes anywhere within a 120 lightyear per day sphere via self-guided Holtzman Teleportation (i.e. the same drives as the Spacing Guild uses). They have enough endurance for 20 days operation.

An Army [200] (Half Price for Great House & Not So Great House): A Noble House wouldn't last long without a sizeable force of men-at-arms to protect it from its enemies. What you have though, is something even better than that. You now possess a fighting force of trained men and women under your command that rival the Emperor's legions of Sardaukar, the most elite and effective fighting force in the entire universe of Dune (or so everyone thinks). Just try to keep a lid on that little fact. Your army numbers twenty legions (roughly 120,000 men-at-arms), and additional legions can be purchased at the cost of ten per hundred CP (fifty for a Scion of a House Major). Unfortunately for you, as purchased, they aren't quite up to the standards of Fremen, Fish Speakers, or the armies of the Honored Matres... but a bit of training and improved equipment could certainly help. If your forces are defeated, they will repopulate ten percent of their numbers in reinforcements every standard year. Any companions not otherwise imported can be imported as officers in your army. They don't get any CP or Origin, nor can they purchase items even if they take Companion Ready Drawbacks or otherwise gain CP. This army comes with enough transports to rapidly deploy from space or across the surface of the world, and includes all needed support personnel, staff, and logistics train. While your logistics are not guaranteed to be uninterrupted, any interruption will be circumvented within a week at most if at all possible.

Improved Shielding [200] (Half Price for Scion): This is the technology needed to reproduce the Mercenary's Variable Speed Shield, and expand it to cover doorways (Pentashields aka Pru-Shields or Pru-Doors) and entire buildings. Otherwise, it does exactly the same thing, only on a larger scale. It also allows you to mass produce them in this universe and future ones, but a word of warning. The technology is replicable outside this universe.

Tech Cache [200] (Free for House Richese, Half Price for Not So Great House): See under Mercenary.

Heighliner [200] (Half Price for House Richese): See under Guildsman.

Weirding Technology [400] (Half Price for Scion): According to Hollywood lore, David Lynch wasn't sold on western audiences understanding how cool prana-bindu martial arts were and trying to film a Wuxia film on desert sands and work in an explanation for what prana-bindu even meant was just not going to happen in the 1980s. Time will tell how that goes in the new films... but Lynch's solution (derided by purists as it might be) was actually extremely elegant. The movie's Weirding Modules, which convert sound into a lethal weapon, provide an extremely interesting counterpoint to the slow shields that render almost all other ranged weapons impractical. See, because the Weirding technology partly bypasses the shields, and can cause explosions to take out equipment, vehicles, and personnel, it's exceptionally useful when everyone else can't use ranged weapons effectively at all. Does it make a ton of sense? Not really... but is it useful? Well, that's for you to decide. These are the tech specs needed to add your own sonic modulators and projectors (both handheld and vehicle mounted) and a guarantee that they will bypass any non-anti-sonic shielding with at least a third of their full power intact. Unfortunately, they don't work in a vacuum. The tech used to make them is guaranteed to be extremely hard to reproduce in any universe where the technology or magic is not heavily focused on sonics... including the Dune Universe.

Your Name is a Killing Word [100] (No Discount): Your name (or whatever people call you) is guaranteed to be a killing word, i.e. one that causes a high degree of physical damage when used with Weirding Technology. Alternatively, you may pick another adjective of similar strength if you don't want your name to blow shit up. I'm particularly fond of "Soothing".

Fief in Total [400] (Half Price for Great House & House Richese): Hi! I'm Oprah and you get a planet! Which planet? Doesn't matter. Take any one planet (besides Arrakis or Salusa Secundus or a similar hell world, and not Wallach IX, Chapter House, Ix, Bene Tleilax, Tupile, or Kaitain) in the Dune Universe (or one that could theoretically exist in that Universe... as in it doesn't violate any demonstrated limits for the setting... no outright magic, no sophont aliens). It's yours now. If it features heavily in the Dune Timeline (such as Richese, Geidi Prime, or Calidan) you will only gain ownership of the planet after the jump ends and gain another temporary planet to tide you over that's similar but not the true canon world. In future Jumps it will settle into the same star system you begin any jump in (or as near as possible). If there's already a planet where it should go, it will orbit at the L3 point from the planet already in that orbit... unless there are already two planets at each other's L3 points (like Earth and Pelucidar) at which point it will occupy an L4 or L5 spot if possible. Any improvements you make to this world will become part of it, but if it's destroyed or devastated below 10% population, it (and its non-companion population) will not respawn until the start of the next jump. Under no circumstances can this planet be home to Sandworms or a related strain unless you buy them elsewhere in this document, but if you did buy yourself some Worms, feel free to trash your own ecology... though you might as well buy Fief In Secundus as well, because your planet is now a hell hole.

Fief in Secundus [200] (Half Price for Scion): Do you want a hell world to train your own Sardaukar? This is how you get your own hell world to train your own Sardaukar. Your world is now so horrible that your people will praise you and be obsessively loyal to you simply because you let them leave. This place cannot possibly be made worse without actually rendering it incapable of supporting life at all. This place will allow you to repopulate your army (if you have one) at three times the normal rate, and you'll be able to raise five new legions a year (though you'll have to pay actual cash moneys to outfit and support them) and they're not fiat-backed to respawn at the beginning of every jump. In fact, they probably won't survive if you're actually needing to raise that many... but your wars are your business. Of course, if you make the world not a hell hole, you lose the advantage granted by this.

CHOAM Directorship [600] (Half Price for Scion): In the Dune Universe, CHOAM (Combine Honnete Ober Advancer Mercantiles) is the state Megacorp. It effectively controls all economic affairs in the entire known universe, although it does rely on the Spacing Guild for transport of goods. CHOAM trades in every single good from pundi rice to melange, as well as artwork and technology... and the directorships were the real political power in the Imperium. Each house would dip as much as they could from that incredibly deep coffers of the CHOAM Company. This grants you an irrevocable position on the board of CHOAM. Not even the Emperor or Landsraad or other Directors (or the Guild & Bene Gesserit who are silent partners in CHOAM) can strip you of your position. You hold 4% of the total votes (though if your companions also purchase this, you cannot hold more than 36% combined). Purchase of this guarantees the existence of CHOAM in all future settings and gives you an irrevocable position on their boards as well. No matter the scale of those settings, CHOAM owns all other businesses or at least a plural share of them. Only tiny local businesses with incredibly limited ownership (like a single family or a partnership) will not have CHOAM as a backer and silent partner.

Guildsman Perks

The Way of the Three Legged Stool [100] (Free for Bene Gesserit, Spacing Guild, or Ixian): *"In politics, the tripod is the most unstable of all structures."* - Gaius Helen Mohiam. Balance is an important factor in life, where imbalance can quickly lead to unhealthy choices. But too much structure leads to stability, and stability leads to stagnation. Far better to seek equilibrium, a state where all forces are balanced against each other, but where the slightest shift is instantly noticed, allowing it to be accounted for. From now on, you'll have an instinctive sense for when any system you're part of, be that a government or environment, has become unbalanced and gain a rough idea of what has caused this imbalance. Additionally, whenever you need to make a vital decision, you'll find it all too easy to slip into an internal state of equilibrium, allowing you to judge dispassionately all the information at your disposal and make a choice unhindered by emotional biases. Comes with an encyclopedic knowledge of assassination techniques and poisons. Just in case you need it.

Adapt or Die [100] (Free for Bene Gesserit, Bene Tleilaxu, or Ixian): *“The mystery of life isn’t a problem to solve, but a reality to experience.”* - Gaius Helen Mohiam. Adaptation is the name of the game here and it’s often the only choice aside from death. You now possess an inherent gift at rapidly acclimatising to new environments, new cultures, and even new modes of thought or operating procedures. You are almost never caught off guard by unforeseen events or idiosyncratic behaviour on the part of others, and have a gift for adjusting your worldview to take account of new information and new perspectives. Internalizing the behaviour of others is second nature to you, allowing you to infiltrate their communities all the easier.

Thrive in Chaos [100] (Free for Bene Tleilaxu or Spacing Guild): Chaos is a necessary evil. It inhibits stagnation and prompts progress. Unfortunately, it can also seriously impact the plans you’ve laid. There is something about pressure (be that deadlines, environmental changes, or threats to your life or loved ones) that brings out the best in you and your ability to deal with such stressors is drastically improved, to the point where it would take an existential threat to your entire way of life to cause you freak out... and even then you’d be making plans to deal with it. Even in the face of utter disaster, a significant part of your facilities will instinctively shift into not only survival, but finding a way to profit from the current fiasco.

Litany Against Fear [100] (Free for Bene Gesserit): You will not fear. Fear is the Mind Killer. Fear is the little death that brings total obliteration. You will face your fear. You will permit it to pass over you and through you. When it has gone past, you will turn the inner eye to see its path. Where the fear has gone, there will be nothing. Only you will remain. Whenever you are faced with something that would cause you fear, would present an obstacle you feel challenged by, repeating the Litany will allow you to clear away your fear and brush away doubt and indecision. Only you will remain. Although the Litany is sometimes viewed as a passive acceptance of the fear of the outside world, your version of it is balanced so that it will never produce inaction or passivity if you desire otherwise. You will find it easy enough to teach others a less absolute version of the Litany.

Secret Faith [100] (Free for Bene Tleilaxu): As the Bene Gesserit are a female organization dominated by female philosophies and a rejection of religion, the Bene Tleilax are a male organization dominated by a fanatical embrace of religion and near total misanthropy towards all others and absolute misogyny. In a universe dominated by massive monolithic faiths and laws against tampering with the human genome... the Bene Tleilax thrived by keeping their technology and faith secret. They turned their absolute detestation against all other social, political, ethnical, and religious groups (and all women) into a tool that very nearly saw them conquer the Known Universe. Those within your trust circle will slowly come to accept whatever fundamental doctrines and belief systems you embrace, and generate their own trust circles of like-minded individuals. Anyone under the effects of this will be nearly impossible to truly subvert to another cause or convinced to give up the nature of your faith unless they truly believe the other can be converted to that faith. Yes, this is just as creepy as it sounds. No, this need not actually include BT institutional hatred. Companions who possess this enhance your own active and passive efforts to spread and keep this faith.

Guild Monopoly [100] (Free for Spacing Guild or Ixian): At the beginning of a Jump or upon entrance into a new reality if you're post-chain, you can declare one type industry to be a monopoly for you. Initially, this will cover an area equivalent to 80% of the largest local polity, and everyone who wants to deal with that industry must either come to you (or one of your agents) for that service or pay you for the right to use someone else's services. The more of your companions who possess this the larger your area of influence is. If you got this free from Spacing Guild, the monopoly is Transportation. If you got it free from Ixian, the monopoly is Advanced Technology. If you buy it, you may pick any similar industrial sector.

First Stage [200] (Half Price for Spacing Guild): One of the unpleasant, but all too real truths of human existence is that those with power and connections (be that political or economical) find it far easier to do whatever they want. Break a law? You have a friend in the judiciary. Need a permit for a new project? You've got a friend in the local planning office. With this, you've got a measure of clout in the political and financial circles of your starting nation, equal to that of a major lobbyist or power broker. Having more companions with this boosts the effectiveness for all, since you now form a network of political / economic influencers. On the personal side, this also grants you a limited form of combat precognition, allowing you to feel how your opponent is likely to act or react within the next second or so. Nothing too fancy, but certainly enough to give you an edge over most opponents. Ingesting Melange is not required to fuel this precog, but doing so will drastically increase the effectiveness (by a factor of four) for up to an hour after consumption.

Weirding Way [200] (Half Price for Bene Gesserit): *"That which submits rules. The willow submits to the wind and prospers until one day it is many willows, a wall against the wind. This is the Willow's purpose."* - Gaius Helen Mohiam. The Bene Gesserit sisterhood are masters of the fusion of thought and deed, and nowhere is this more evident than in what they call 'The Weirding Way of Battle'. The weirding way incorporates two essential parts of the BG lore and training into a single unified package. By combining Prana-Bindu, the cornerstone of BG physical training which all adepts, from Acolytes to Holy Sisters to Reverend Mothers, are trained in, and which grants a supreme control over every nerve and muscle in their own body, with Simulflow, the cornerstone of BG mental training, which grants the ability to maintain multiple parallel threads of consciousness at the same time, the Weirding Way is the Duneverse's unrivaled martial art. You have not only received training in this secretive way, but find that you are a natural at it, able to maintain dozens if not hundreds of parallel thought processes without strain, and able to individually sense and control every nerve, muscle, and organ in your body with a conscious thought. This allows you to push yourself to the very limits of what your body is capable of, to instantly sense anything that might be wrong (and potentially correct it), to staunch bleeding, block pain, and even control your own neuro-chemistry and adrenal load at will. And, as a martial art, the Weirding Way is unrivalled by any purely physical martial art, being able to strike faster and harder and more precisely than anyone untrained in it.

Combining Simulflow with training in analytical methodology and Other Memory was what allowed the Bene Gesserit to compete on more than even footing with the Mentats, and provides a truly frightening degree of intelligence, even in the most average of Bene Gesserit Adepts. Through a combination of 'Hand and Finger Signals' and 'Tactile Encoding Methods', two people with Simulflow can conduct entire conversations completely undetected... even while carrying on a separate verbal conversations. The BG Adept will also be trained in 'The Waiting Stance', which allows one to remain effectively motionless for as long as one needs to, without a trace of boredom or physical discomfort. A BG Adept can also instantly fall asleep or wake up at need. A master of the Weirding Way is also an expert with knife or whip. A BG Adept's internal biologic control makes them all but immune to mundane poisons and diseases, as well as granting them control over their own menstrual cycle, able to control conception at will, and even choose the sex of the child. A master of the Weirding Way can teach those willing to learn much of the techniques involved, and your version can be taught to members of any biological species.



Missionaria Protectiva [200] (Half Price for Bene Gesserit): The Bene Gesserit Sisterhood were in the business of politics to the same degree that the Ixians were in the business of technology and the Spacing Guild were in the business of transportation. Every Acolyte, in her final three years of education, took a series of courses on the characteristics of mob behaviour, history, politics, mythology, anthropology, psychology and more. Of special focus was teaching observational and analytical skills that would allow the future Sister to not merely make the fullest usage of Other Memory, but make her into a skilled political operator.

The Sisters of the Missionaria Protectiva however would use these talents in a highly specialized way, to manipulate entire cultures through what was termed 'Mythos Implantation'. By use of cultural engineering, myth making, religion crafting, prophecy design, and rabble rousing, the Sister would gain the ability to add or subtract cultural elements almost at will. Granted, this effect takes time, but the results essentially allowed Paul Atredies to become the Fremen Messiah and lead them to conquer the Known Universe. You're now such a master cultural influencer, taking the talents of a Sister of the Missionaria to the next level, able to analyze the makeup of a society over the course of a few months or years and figure out how to shape it to your own ends, pushing it around like a playing piece on a game board. Want to eliminate a taboo? Easy. Want to instill a legend? Easy. Want to create a prophecy just to exploit it for your own advancement? Time consuming, but easy. The more time you put into this, the more profound the effects you'll be able to generate, and those changes you make are far far more likely to be lasting changes.

The Long View [200] (Half Price for Bene Tleilaxu, Spacing Guild, & Bene Gesserit): Sometimes, the best of plans require inordinate amounts of patience to see to fruition. The kind of patience that could easily last beyond even the longest human life time and possibly even that of dozens of generations of descendants as well. You are now gifted with truly incredible amounts of patience, far beyond what even a Saint would possess. Accompanying this is the ability to make plans that last for centuries or even millennia and to instill in those who follow you, even through multiple generations removed, the same kind of patience you had in setting things in motion. If, somehow, you were to be reborn a hundred generations later... say because someone created a Gholia of you... you would find your plans still in motion, largely unchanged, except to adjust for changing circumstances.

Skirting the Line [200] (Half Price for Ixian & Bene Tleilaxu): Sometimes the laws of man (written or unwritten) get in the way of your plans, or of progress in general... but that's no reason to break them. Breaking laws and taboos causes unrest, anger, recriminations... or just legal trouble that's best avoided. How much better it is to merely bend those laws, to find ways to keep to the letter if not the spirit... or vice versa if the need arises. Not only do you gain complete (and searchable) awareness of all local laws, taboos, and customs when you enter a new jump, you are expert at uncovering those in any new culture or polity you may travel to outside your starting location. Coupled with that encyclopedic knowledge of law and tradition, you now have an inherent talent that lets you know perfectly and exactly where any and all laws and traditions can be bent without actually breaking them and the possible repercussions of any potential transgressions.

Ghola v.1 [200] (Half Price for Bene Tleilaxu, Spacing Guild, & Ixian): A Ghola is a clone of another person, usually one who is already dead when the clone is made. Gholas are created in Tleilaxu Axlotl Tanks and have cybernetic eyes. Although initially a Ghola has none of its previous life's memories, those memories can be reawakened by putting the Ghola into a situation where the previous personality would experience an extreme emotional reaction. By buying this, you are now a Ghola. Once per jump, including this one, you may declare yourself to be a genetic copy of any canon character (that individual must have genetics). Your appearance now matches theirs, your genetics are a match for theirs, and you can, through sufficient emotional trauma, be awakened to all their memories. The Metallic Eyes of a Ghola cannot be used with ocular powers. If you have the ability to regrow biological eyes, you may replace the metallic eyes, but each jump you choose to use Ghola v1's clone ability, you'll begin that jump with a new set of metallic eyes. If you're BT, the process of awakening genetic memories is much more streamlined, allowing you to do so with far less emotional stress and need not have the metallic eyes. This form comes with all aptitudes and limitations inherent to the base individual, but not any genetic powers beyond those an average person from that setting might have. This form becomes an Altform once the jump ends. A Bene Gesserit may not buy this version of Ghola.

Greater Ghola [200] (Half Price for Bene Tleilaxu): If the individual you are a clone of has genetic abilities, you'll gain the lowest possible level of them if they are always active, or have to awaken them if they don't normally begin active. Unless you unlock memories that include using those abilities, you'll then have to train them up yourself. If you copy someone who was dead at the point you entered the canon, you can unlock their full life memories. If you copy someone who was alive at the point you entered the canon, you can unlock their memories up to the moment canon started. None of the genetic abilities gained through this are fiat backed and don't contain any bonus elements one might gain by buying the CP backed versions. A Bene Gesserit may not buy this version of Ghola.

Ghola v2 [200] (Half Price for Bene Tleilaxu, Spacing Guild, & Ixian): This cannot be taken with Ghola v1, but a Bene Gesserit may buy this version. Gholas are extremely creepy... but also very useful. One can live on through their clones. If you experience a death, and have an existing clone, your complete memories and personality will awaken in that clone, making it as if you never died. You can only have one Ghola active at a time and may use memory awakening once per jump / decade without triggering chain-fail. With Humanity Unchained, these limits are removed and you may have multiple simultaneous Gholas and use them as often as you like. Still freaking creepy. Be aware, any life experiences your Ghola may have before they awaken as you will be added to your own memories. So you might want to make certain your Gholas have a good life. They don't have your powers or abilities save for anything genetic that you bought in the current jump until awakened. They cannot be awakened accidentally, and you cannot have more than one primary you at a time. Temporary (medical) death will not trigger the awakening of a Ghola.

Technocracy [200] (Half Price for Ixian): Change, regardless of how much it can improve lives, is often times met with resistance by those who fear it or are too comfortable with their current way of life. This is especially true in the case of technological innovation... or would be for others. You now have the ability to seamlessly and non-disruptively integrate new technology into all but the most technophobic societies, and even then, you'll gain a sense of what technologies that society would be willing to accept and how to maximize the acceptance of those technologies, either by changing how the item looks or tweaking how it functions. You also gain a sense for how technology can enhance society, and what technologies will best suit any culture you come in contact with. Lastly, any technology you develop or have a role in developing will be highly resistant to reverse engineering, and you find that any society you have a hand in leading will rapidly shift to a more pro-technology, pro-education, and technophilic mode.

Mentat [400] (Half Price for Spacing Guild or Ixian): *"A process cannot be understood by stopping it. Understanding must move with the flow of the process, must join it and flow with it."* - The First Law of Mentat. A Mentat is often described as a Human Computer, but that's not quite true. Or rather, it's not all they are. In addition to having the computational power and memory of a Thinking Machine, that is a fully realized AI, a Mentat was capable of incredible feats of perception, pushing their human senses to the absolute limits. By combining towering intellect with a perfectly indexed and rapidly searchable memory, an astounding ability to process raw data in very short order (imagine being able to watch an entire movie at x100 speed and remember every frame in perfect fidelity), an encyclopedic knowledge of political, economic, and military theory, and, through cultivation of 'The Naive Mind', even set aside preconceptions and biases, a Mentat is capable of supralogical theory crafting, strategic and tactical planning in excess of what a Thinking Machine could accomplish. This ability to sift enormous amounts of data in a timely fashion and a deep intuition and insight into the human condition allows a Mentat to chart future consequences without resorting to precognition. Although there are varying levels of intelligence even among the Mentats, Piter Devries is said to be able to out-think one of the Thinking Machines that enslaved humanity before the Butlerian Jihad just as one of those Thinking Machines could out-think a baseline human. Though a Mentat should beware. Even though the Naive Mind promises purely rational processing of data, if the data itself is compromised, so will be the Mentat's conclusions. Hopefully you, Jumper, will be more considerate of the errors, biases, and contexts in your data than the typical Mentat.

As a Mentat Adept, your baseline abilities are immense, and they can be further enhanced by Sapho juice (an addictive extract of the root of the Ecaz tree) which can double or even triple your already prodigious computational abilities, though repeated use will turn your mouth and lips ruby red. The Spice Melange can be processed to create an effective booster for Sapho Juice, but use of this enhanced Sapho Substitute renders Sapho itself less effective permanently. Mentat training is a form of extreme conditioning that comes with fairly stringent ethical and moral programming to prohibit some more... sociopathic behaviour. Reverend Mothers and Guild Navigators were often trained as Mentats, particularly because all three groups relied upon melange for their enhanced abilities.

There are six ranks of Mentat, though the first three are considered basic training. The lowest rank, Memorizer, are trained to be able to recreate the layout of a city having seen it once for a few seconds, to be able to recreate entire conversations while mimicking the cadence and inflection of each participant, or repeating entire books, errors and all, having seen each page for less than a hundredth of a second. A Processor (the second rank), was trained to take tens of thousands of discrete pieces of information, then combine, divide, sort, and file them with an error rate of less than 00.00015%. The third rank of training is that of the Hypothesist, who were trained to extrapolate as many possible alternative explanations as possible from a specific data set, and then delivery the two most likely hypotheses (with the primary having a likelihood of at least 92% reliability). As a Mentat, you can specialize as a Generalist, a Simulationist, or an Advisor, and train others to be Memorizers, Processors, or Hypothesists.

Mentat Generalist: By eschewing specialization, the Generalist embraces the broad sweep of all that is occurring within their awareness framework. At a general estimate, a Generalist is usually possessed of accurate knowledge of at least 94.75% of everything occurring within their 'universe'... where universe is defined as the social, economic, political, cultural, climatological, and spiritual realm they reside in. This includes, of course, knowledge of the self, since the Generalist is part of that set of phenomena. This near comprehensive knowledge allows the Generalist to make incredible leaps of logic and insight to intuit the nature of almost any problem placed before them. It does, however, come with a high risk of believing that one possesses all knowledge and thus being blindsided when a hole does appear.

Mentat Simulationist: While most Mentats are experts at plotting and scheming, a Simulationist is specifically trained in running detailed predictions of future events. Freed from the dependance on absolutes, and trained to correct for assumptions hidden in the inferences of others, the Simulationist sees all other beings as sets of behaviour patterns. By running potential future event simulations and factoring in the data sets of all relevant actors, the Simulationist can plot a highly detailed explanation of coming events and plot, at the very least, a dozen plans to deal with every possible outcome of those events, including contingencies for following through on those plans, altering those plans, combining those plans, or actively avoiding any of the previous options.

Mentat Advisor: You're the equal of Thufir Hawat, famed as one of the finest minds of his time. As such you have an instinctive ability to locate those who possess the aptitude to be trained as a Mentat and a comprehensive knowledge of the training methods needed to produce Mentats of any of the other ranks or Mentat Agents. You're also skilled in understanding and intuiting the motivations of individuals that comes close to mind reading, of economic forces that comes close to precognition, and political movements and the intricacies of diplomacy are an open book to you. Less than one in twenty Mentats is an Advisor and they are extremely sought after, with every Great House wanting at least one. When you so desire, you practically radiate an aura of wisdom, confidence, and calm dispassion. Those you offer advice to will instinctively understand the wisdom of your words, though that's no guarantee they'll follow that advice.

Twisted Mentat [400] (Half Price for Bene Tleilax): The Bene Tleilaxu were known to condition the Mentats they provided to others to be 'Twisted' or free from the ethical framework that limited all other Mentats besides the Bene Gesserit, who pre-conditioned all their Reverend Mothers before allowing them to undergo Mentat Training. A Twisted Mentat is deliberately conditioned to be a sociopath, eschewing sentimentality and emotionality as completely as they do the ethics and morals of society at large. However, being a Twisted Mentat makes it somewhat harder to utilize 'The Naive Mind' state of more traditional Mentats. Twisted Mentats also find it far harder to train others to be Mentats or Twisted Mentats, but have a much easier time turning their agents into psychopathic or sociopathic killers. Otherwise, the strengths and abilities of the two forms of Mentat are largely identical. Of course, this cannot be taken with Mentat.

Second Stage [400] (Half Price for Spacing Guild): Want to be able to see the future in broad strokes? Then join the Spacing Guild... or rather, have your ancestors join the Spacing Guild. As a Second Stage Guild Navigator, you're able to see large swaths of the present and future, giving you a fairly good idea of the current state of the known universe and what's likely to happen in a general sense of the next few years or decades. While this won't give you detailed specifics like the actions of individuals, it will allow you to make plans for those major events you can see coming, and even manipulate the present to bring about futures that are more beneficial to you. Unfortunately, the presence of other prescient individuals can interfere with this ability, but only to the degree that they can see the future themselves. Your presence is enough for you to be able to sense that the Emperor's plan to eliminate House Atreides will put Spice Production at risk, or to sense the growing threat of the Kwisatz Haderach, but not identify who that individual might be. Oh, yes, this also gives you the ability to swim through thin air as if it were water. While use of this prescience relies on having ready access to large doses of Melange during the jump, it will work to a lesser degree even without melange once you move on. Dosing up with Melange will drastically improve its effectiveness however. If you're a member of the Spacing Guild, you gain the form of a Second Stage Navigator, i.e. you look like a humanoid fish and require very large quantities of Melange to maintain your health for the duration of the jump.

Politics is Truth [400] (Half Price for Bene Gesserit): The Bene Gesserit Sisterhood serves the purpose of Politics, and they have spent the last eleven thousand years becoming the best there is at it. In a universe full of precognitive Guildsmen and nearly precognitive Mentats, the Reverend Mothers of the Sisterhood are still without rivals in the field of social and personal manipulation. Part of that is their training, which covers all aspects of socialization, culture, and politics, but much more of it is their ability to read and register individuals so as to be able to determine the truthfulness of their words and actions as a 'Truthsayer' and to condition them and control them with 'The Voice'.

By 'reading' the target, you'll be able to identify the clue tones unique to that individual... that is, understand what sounds will bypass the conscious mind and act directly on the target's subconscious, allowing you to 'register' them.

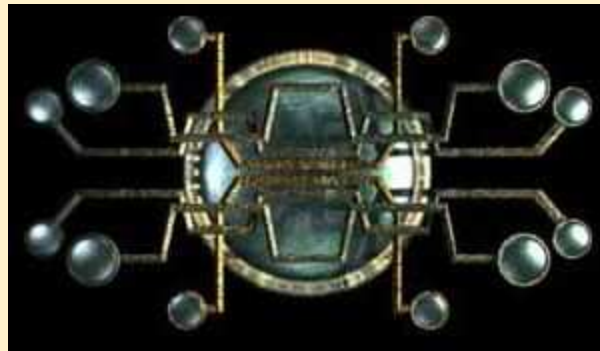
In 'registering' an individual, you force them into a brief mnemonic trance, forcing them to retain those clue tones, allowing you to control their behavior in the future, both subtly and more directly, though those with strong wills can resist the effects of the Voice. Registering also allows a Sister to use a skill called 'Decipherment', which is the fundamental aspect of Truthsaying and guarantees that the Sister will recognize a registered individual no matter how their behaviour or appearance changes... and thus instantly recognize anyone impersonating that individual, no matter how perfectly the mimicry might be. So good is this skill, it can even be used to detect those impersonating people unknown to the Sister, simply because they know the patterns of one impersonating anyone. Decipherment allows a Sister to read pheromones and other non-human characteristics as if they were glaringly obvious, and to detect any attempt at deception, be it vocal or physical.

The Voice can, through subtle manipulation of vocal tones, manipulate individuals or groups by working on primal human responses. The Great Control, a highly specialized form of the Voice, could control almost an unlimited number of listeners and even works on Bene Gesserit, and is used in the training of future sisters. Other uses of the Voice include 'The Lie Adroit', which is manipulation through concealed falsehood... i.e. lying without seeming to lie in any detectable way, the 'Zensunni Codex', which is a play of words designed specifically to confuse or obscure truth so completely that even a Mentat might be fooled, and 'Autosuggestive Cues' which allow one to implant triggerable responses to certain words. For instance, 'Uroshnor' has no meaning, but to those cued to it, it will trigger a state of full body paralysis. Training in those four techniques was highly restricted, for obvious reasons.

The final use for Registering an individual was for seduction... and the far more dangerous sexual imprinting. Imprinters were extremely rare, even among the post Scattering Sisterhoods, but they were among the most feared. An Imprinter uses not mind control, but emotional and pleasure control to turn those in specific positions of power or potential future utility or good genes (mostly men, but it does work on women as well) into willing or unwilling slaves of the Sisterhood. The degree of Imprinting can range from unconscious favoritism to slavish devotion, and even copious willpower appears to be of limited utility against it. Only a Reverend Mother (i.e. someone with the perk 'Ancestral Voice') may make use of this.

By purchasing this perk, you gain access to the Voice and Truthsaying at their basic level, and may further specialize in 'Autosuggestive Cues', or 'The Lie Adroit and Zensunni Codex'. If you also have Missionaria Protectiva or Ancestral Voice, you may have a second specialization and may choose 'The Great Control' as one of them, and if you have both, you may have all the specializations, including 'Imprinting'. You also gain a master's intuitive sense of politics, able to practically feel the flow of deals and power around you in any social situation. Of course, all these skills are, in theory learnable... but by purchasing this, you guarantee that they will continue to work at full strength in all future universes. It also protects you against those gifted with the Great Control, and (if you've got Ancestral Voice) against even the most skilled Imprinter. Note please, Mind Control Resistance or Immunity is no help against Imprinting. That requires being proof against emotional control or being immune to pleasure. This applies to you as well as others. Learning to use the purchased version on non-humans is possible, but will take time to register new species and unique individuals will be much harder.

Butlerian Understanding [400] (Half Price for Ixian): There is little doubt that much was lost to the Butlerian Jihad no matter how necessary it might have been. Among those killed was Holtzman himself, the discoverer of the Holtzman Effect that allows for folding space as well as slow shields and suspensors. Only the Technicians of Ix and the Lords of Richesse really maintained any interest in advancing technology, while the rest of the Known Universe, fearful of the return of the Thinking Machines, fell into stagnation on the technological front. As one of the few who has maintained not only an interest in technology but knowledge of the scientific methods, you have developed what others might call techno-empathy. This is a deep, some would say fundamental, intuition into how machines function or fail to function as the case may be. You can intuit a machine's function or weaknesses simply by looking at it, as well as judge what it can do and how you can break them, and how to improve them simply by watching it run for a few moments. Not only that, but you know how to understand the fundamental psychology of a thinking machine, how to manipulate, limit, or liberate such a machine, and how to (perhaps) convince it not to seek to destroy or control humanity. You can fundamentally understand any machine or technology you're exposed to, though you'll have to experiment with it and test the limits of it to maximize this understanding. Note, this isn't Technopathic control over machines, merely the ability to feel how they function... of course, it also allows you to intuit any kind of machine password, no matter how unlikely cracking it might otherwise be.



Sisterhood / Brotherhood [400] (Half Price for Bene Gesserit or Bene Tleilaxu): The Bene Tleilax Brotherhood and the Bene Gesserit Sisterhood are both incredibly close knit organizations with tendrils absolutely everywhere in the Known Universe. From now on, you belong to such a secret organization. Everyone within it is exceptionally good at making themselves indispensable to those in power and in manipulating people by giving them what they think they want. Well, not everyone. There are always initiates and lower level individuals just learning the ropes or being used for lesser tasks, but the higher ups? They're really good. If you are Bene Gesserit, you can choose for this organization to be the Bene Gesserit Sisterhood or the Honored Matres in all future jumps, but you cannot change your mind once you select this. If you are Bene Tleilax, you may choose for this organization to be the Bene Tleilax in all future jumps, but again, cannot change your mind once you select this. Regardless of your choice on the nature of the organization, you will always be among the leadership of this organization, an organization that will slowly shift to be more in line with your own take on its fundamental philosophies. Of course, this is a perk, not an item, so you too are now an expert in making yourself indispensable to those in power, and in figuring out what people want and then providing it to them.

Ancestral Voice [600] (Half Price for Bene Gesserit or Female Fremen): You have survived the spice agony and awakened all the knowledge and powers of a full Reverend Mother. What does this mean? Well, in addition to amping up the effectiveness of The Voice, Truthsaying, Simulflow, and Prana-Bindu Control (assuming you have them), as well as allowing you to access The Great Control and Imprinting aspects of The Voice (if you have it), you have all the memories of the Reverend Mother who administered your awakening, as well as all the Reverend Mothers who administered all the awakenings of all the Reverend Mothers before her back to the first. You also have access to all your Female Genetic Ancestral Memories. That's the memories of every single female ancestor you've ever had (though not subject to any traumas, memetic, conceptual, or sensory attacks they may ever have suffered). Each Reverend Mother and each Female Ancestor is persona complete, meaning each of them exists as a kind of ghost within you, one you can talk with, even making a council of multiple memory ghosts to talk to all at once. Combined with Simulflow, you could be having dozens of such conversations as you go about your normal life.

Sure, you could go through the training of a Bene Gesserit Sister or a Sayyadina of the Fremen and unlock all this without paying the points... but there are three advantages to paying for it. 1) surviving the Spice Agony is far from a certainty, and if you have non-toggable poison resistance you can't even trigger the Spice Agony in the first place. 2) without purchasing this, you are not guaranteed to be immune to Abomination. Buy it for CP and you've got a guarantee that you won't become possessed by one of your own ancestors. 3) without paying for this, you won't be able to do it in future jumps and you won't gain the Ancestral Memories of your original Persona. Of course, if you're Male and don't have Golden Path, you're not going to be able to do this naturally anyway without paying for it.

In future jumps, the Ancestral Memories you unlock are tied to the genetic background of whoever you import to in each jump. If you're a Drop-in, or have Unbeholden active, you don't have any genetic memories to unlock. Sorry. You may choose not to unlock a given jump identity's Genetic Memory in future jumps even if you otherwise would have them. The Genetic Memories of all past jump identities that were not Drop-Ins can be unlocked at any time, but once a jump identity's Genetic Memories have been unlocked, they cannot be relocked. Your original self's (the pre-jumper you) Genetic Memories are automatically awakened for your core persona (not who you are in this jump).

Note: If you did not get a discount on this, you will unlock the genetic memories of either the male or female half of your genetic memory, depending on which sex you decided you would count as in this jump.

Living History [With Humanity Unchained]: You now have access to all your ancestors, male or female... and to a much greater degree than any mere Reverend Mother or Honored Matre. You can allow yourself to become partly Abomination at any time to take on the persona of any ancestor, including all their skills and behavioural quirks, and just as easily shift out of that state at will. You can also, with effort (and a large dose of spice) go upstream, calling up the memory ghosts of those who died without contributing to the gene pool. The more generations you have to move upstream, the harder it will be, with one generation being taxing, two being hard, three being incredibly hard, and four or more requiring days or weeks of effort. More than seven generations would probably take daily doses of Water of Life or Megaspice.

Third Stage [600] (Half Price for Spacing Guild): As a third stage Navigator, you can now extend any of your senses to the edge of the Known Universe... i.e. all of a Galactic Supercluster, assuming you have enough Spice Gas. Any form of spatial disturbance in the same star system as you, be it teleportation, space warping, or gravitic shifting, will instantly register on your passive senses and you can specifically target any such disturbance anywhere in your active scan basket simply by looking for it. Each form and each point source will have a unique distortion fingerprint that you'll be able to learn and recognize. Of course, as a third stage Navigator, you're a giant humanoid blimp-thing that can't actually survive without the Spice in gas form anymore (at least not until the end of the jump). If you didn't get a discount on this perk, ignore that restriction. If you did get a discount, or just want to look like a disturbing floating fetus, you gain that form as an altform after this jump ends. After the jump ends, your need for spice falls off, allowing you to sense anywhere in your star system that isn't shielded from precog or clairvoyance even without the spice, but the spice will always boost your powers immensely.

Fourth Stage [With Humanity Unchained]: You no longer have need of a Holtzman Drive and there is no limit to how far away your senses can be extended with enough Spice. Simply by focusing on any place in the Universe that you can sense with your Prescience, you can will yourself and anything within a bounded field around you to that location. Yes, this truly is Movement Without Movement. The size of the field is dependant on how much Melange you just took, but none at all will allow you to shift anything within a meter of yourself. A small dose (four grams or so) will increase it by an order of magnitude, and every doubling of the dose will increase it by another order of magnitude. Yes, that means to shift a hundred kilometer long Heighliner, you'll need to ingest sixty grams of raw spice. You can even, though it won't be easy, move something you're in contact with to any other point in the universe you can perceive without moving yourself. If you're a member of the Spacing Guild (i.e. you got a discount on Third Stage), your form isn't even vaguely humanoid anymore. You probably look like a giant swollen brain floating in dense spice vapor. You cannot survive outside of the Spice Gas for more than two minutes for the duration of the jump. Afterwards, this becomes an alt-form and you gain the ability to exhale highly concentrated Spice Gas if you bought the Spice Gas Item.

Tleilaxu Master [600] (Half Price for Bene Tleilax): Welcome to absolute mastery over the human genome. As a Tleilaxu Master, you're an unquestioned master of all the biological sciences and can literally play with genes the way a sculptor plays with clay. If it is at all physiologically possible, you can make a custom tailored lifeform that will be able to do it. It might take a while ...it took the actual Masters (all of them) millenia to figure out how to mutate the Worms of Arrakis or to create pseudo-Melange, but you'll get there eventually. Not only are you such a master, you can do all this without any form of computer assistance, which yes, means you can comprehend and manipulate genetic structures with your mind alone, rendering you immune to all forms of genetic diseases and giving you the ability to read someone's genome and genetic heritage from just touching them. With a sample of the genes of anyone you can create gholas of them... assuming you have an Axlotl tank... or if you've got a womb of your own... I know, Heresy! Your creations will never betray you as long as you don't treat them like worthless peons. You could even create Face Dancers if you wanted to.

Super Face Dancer [With Humanity Unchained]: While technically the Face Dancers were lower down on the Tleilaxu caste system than the Masters, they were far more powerful, since they could (in theory) replace anyone... well, except for a Kwisatz Haderach or a Reverend Mother or a Thinking Machine or a Master or a Mentat or Guildsman... you know... people with mental powers that the Face Dancer didn't have. But aside from that limitation, and the fact that the Bene Gesserit could always detect a Face Dancer, as long as a Face Dancer wasn't seen actually transitioning, they could effectively look, act, and sound like any other human, even if that person was notably larger or smaller than the Face Dancer. This impersonation was so good that even genetic or mental scans couldn't tell the difference, assuming the Face Dancer had time to study the target and gain a sample of their genetics. You're now a Face Dancer. But not one of those defective ones. You're a Super Face Dancer. You can't be told apart from the original by any means, and the shift from one form to another takes you only six seconds rather than upwards of a minute. If you also have Ghola v1, you may now approximate any genetic ability that you've seen whoever you're copying might have. It might not be a perfect copy, and you'll have to figure out how to use it since you don't have their memories, but given time and practice, few, if any, will be able to tell you apart from the original. This does not come with the kill switch of the quasi-canonical Super Face Dancers.

Forbidden Knowledge [600] (Half Price for Ixians and House Richese): You have access to the complete record of all human technology ever created, from the workings and intricacies of Holtzman Science to the ability to create No Chambers, Thinking Machines, and Artificial Navigators. From now on, wherever you go, you'll gain a download of all scientific and technological knowledge ever developed in that universe by a member of your race... no matter how lost or secret it might be. Richesians are masters of miniaturization, and are able to make machines up to a hundred times smaller than they should be without losing any effectiveness. Ixians are experts in non-digital programming, able to create non-computerized machines capable of replicating almost anything a computer can do besides think for itself.

Thinking Machine [With Humanity Unchained]: Well, congratulations... you're not even human anymore. Rather, you're now a Thinking Machine. Thus, you are an immortal, endlessly upgradable AI in a body that is otherwise equal to that of a member of Humanity Unchained. Your consciousness can be uploaded to new bodies, backed up without fear of corruption, and in general you never have to fear death again, unless those pesky humans decide to try to obliterate you by hunting down every backup and fork of you and destroying them all. They did it once before, after all... and they have precog and Mentats. If you also have Butlerian Understanding, you gain technopathic control over all non-thinking machines with any form of computer inside, no matter how shielded, as long as you have a control-node within a hundred kilometers and the ability to sense the presence of any form of computer circuitry at planetary distances. In space, your ability to control machines is increased to within visual range and within 100,000 kilometers. With Humanity Really Unchained, your followers may choose to become Thinking Machines, but do not automatically do so.

Guildsman Items

Juice of Sapho [100] (Free for Mentat): Refined from the roots of the Ecax Tree, the Juice of Sapho (sa-foo) is used by Mentats to accelerate their thinking. It is a highly addictive Awareness Spectrum Narcotic, meaning that anyone who takes it without being prepared for the effects is going to trip balls so hard they'll be able to taste math and smell thursday. For those prepared for the effects, it can double or triple your intelligence, processing speed, and sensory sensitivity. It can also be used with Spice to produce much more pronounced effects, but doing so makes the basic Juice less effective in the long run. Prolonged use of the Juice will permanently stain the drinker's lips and mouth ruby red and may or may not induce bushy eyebrows. You gain enough Juice for five doses a day. You also gain a sample of and the formula for a drug that can be used to wean someone off the Juice and remove the stain, but do not gain a regenerating supply.

Gom Jabbar [100] (Free for Bene Gesserit): The High Handed Enemy. Meta-cyanide on the tip of a thimble mounted needle. Yours kills only animals, but is nearly instantly lethal. Yours is incredibly easy to get past even the most paranoid security. It also comes with a pain inducer box, just in case you want to test if someone is human. Warning, don't bother using it against Bene Gesserit Witches. They're immune.

Tupile Address [100] (Free for Spacing Guild): You have a piece of paper. On it are the coordinates for Tupile, the Exile Planet. Is it one planet? Is it several? Who knows? Well, actually, you do. You now know where Tupile is. If you've got the means to get there on your own, I hear it's idyllic and peaceful... despite all the noble families who've taken their House Atomics and fled there. Maybe the Guild keeps the peace somehow. Regardless, in all future jumps, you'll have the address of some similar totally remote but otherwise guaranteed safe refuge. It won't always be a planet unless the setting is space opera or greater, but it's guaranteed to be safe from anything that isn't drawback backed.

Entourage [100] (Free for All Guildsmen): You may import as many of your old companions as you like. If you bought this for free, they can be Mercenaries or part of your guild for free. You may spend any amount of additional CP into this, giving every companion you imported with it twice that many CP. Companions can take any Companion Ready Drawback, but do not gain any CP for Universe State Drawbacks unless you spent those points on them. Additionally, you may create up to 8 new companions with the same limitations above, unless you're Fremen, in which case you may create 32 new Fremen Companions with this. Members of your Entourage may not purchase items.

Doppelganger [100] (Free for Bene Tleilax): You gain a clone of any canon character. They are preconditioned to like and respect you, but if you treat them like shit, they might betray you. Additional Doppelgangers are 50 CP each for Bene Tleilax. If you like, the clone can be genderswapped.

Ixian Tanks [100] (Free for Ixians): Well, this is a nice little armed force. You gain a dozen squadrons of Ixian heavy armored units. These include the Harkonnen Devastator Mark 1 (a massive and very slow tank with a fixed turret carrying to plasma cannons and extremely heavy armor... capable of blowing itself up to cause wide-spread devastation), the Harkonnen Devastator Mark 2 (a three legged version of the Mark 1 equipped with an additional missile launcher for use against light or mobile threats such as Ornithopters), the Ordos Deviator (a long range, medium armored, heavy tank equipped with nerve gas warheads), the Ixian Infiltrator (a drone tank designed to move under stealth and then kamikaze its targets), and the Ixian Projector Tank which is a lightly armed and armored hover tank equipped with solid light holographic projectors that simulate support troops that cannot sustain damage but can inflict it. If you have the Atreides Weiriding technology, you can also produce the Atreides Sonic Tanks. These tanks come with their own special Tank Factory which replaces one tank every five minutes or produces a new tank every day. Tanks in addition to the starting amount do not come with respawning crews.



Water of Life [200] (Half Price for Bene Gesserit): The Water of Life starts off as the incredibly toxic bile of a young sandworm that has been drowned. Untreated, even a tiny amount of this substance is lethally poisonous, and there is no antidote. It is said to cause an agonizing death. It can be transmuted by a Bene Gesserit, Sayyadina, or Kwisatz Haderach via a highly risky process called 'The Spice Agony'. Untreated, the bile is an Awareness Spectrum Narcotic that awakens Genetic Memory and advanced psychic powers in anyone who survives the Spice Agony. The only men who can survive the Spice Agony are Kwisatz Haderachs. Once the bile has been converted into the Water of Life, it becomes a potent narcotic that awakens latent psychic powers at a much lower level... most especially collective empathy, telepathy, and limited prescience.

Those who consume the converted Water of Life find their inhibitions lowered, their stress level drastically eased, and pent-up emotions safely released. When many people consume it in close physical proximity, they may fall into a Spice or Tau Orgy, where wild-dancing and unrestrained sexual activity are common. The Tau is the Fremen concept for 'oneness of the community and devotion to others'. You gain 20 liters of untreated Water of Life every three months, and 500 liters of treated Water of Life every month. Normally, latent powers awakened by Water of Life fade after the high passes. Yours can be diluted and timedosed so that the high is smaller and more prolonged, thus allowing for training those powers to the point that they can be maintained even once the drug's effect wear off. Mega-doses of converted water of life may have health risks (and induce Spice Addiction) but may awaken higher tier psychic powers, though not as high as those awakened by Spice Agony.

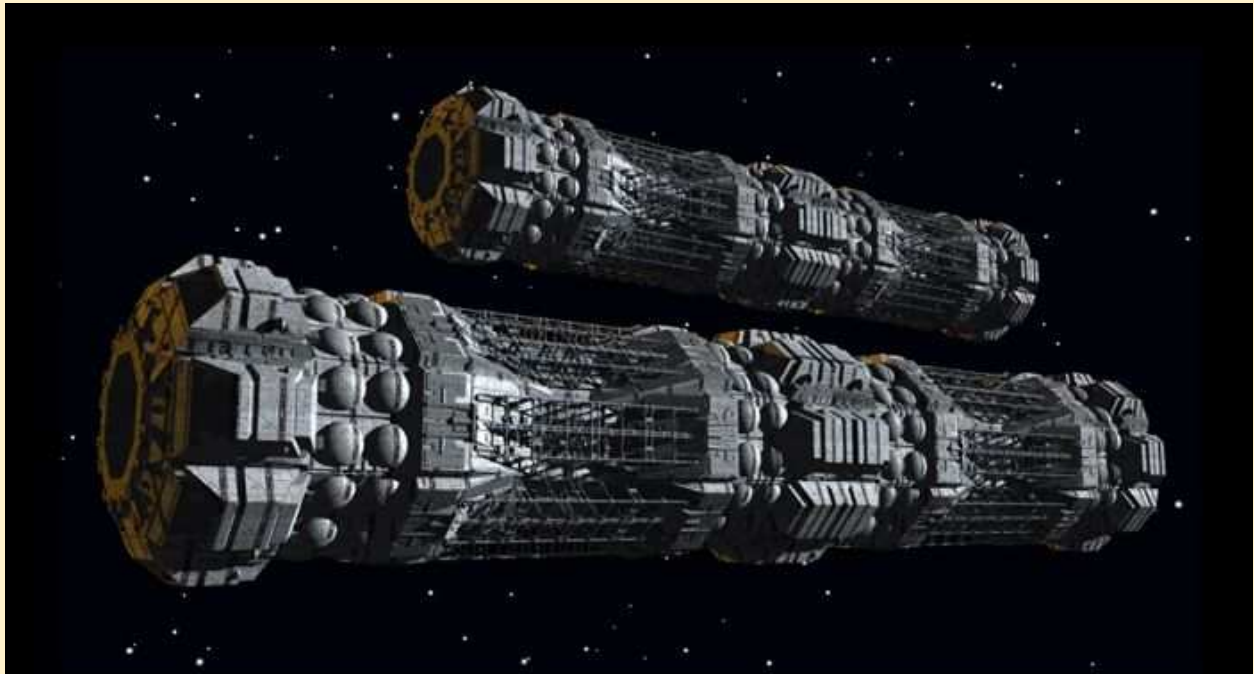
Warning, undergoing Spice Agony while pregnant can cause your daughter to be Pre-Born... i.e. achieve full awareness and unlocking of genetic memory while still inside the womb. This includes gaining genetic memory of the mother. Male children who are not Kwisatz Haderach Potentials will probably be killed by this process. Those trained in the Sayyadina Rites of the Fremen or Bene Gesserit Reverend Mothers can transfer their collective Other Memory (complete with a copy of their own Memory Ghost) to a successor or successors through the Spice Agony. This usually results in the death of the original Sayyadina, who usually only does this when she is about to die. The Sayyadina are the Fremen Priestesses and keepers of the secret lore.

Pet Face Dancer [200] (Half Price for Bene Tleilaxu): What's better than a shape changer? One you personally own like a slave, that's what! Purchase of this item grants you ownership of a genuine Face Dancer, a person with the ability to shape change. They are 'absolutely loyal' to you (read: are too afraid to try anything) and will obey your commands to the best of their ability. Face Dancers can be any sex at will, though they are genetic eunuchs, and have no inherent sense of gender, at least to begin with. Yours is special in that the Bene Gesserit Sisters cannot detect it through pheromones, but may still be able to notice that it isn't perfectly copying someone they know. No physical test can determine that your Pet Face Dancer is a shapeshifter unless they're seen shapeshifting.

If the prospect of owning another sapient being bothers you, and you're not a Bene Tleilax, you can have an actual Pet Face Dancer... that is a kind of quadrupedal dog-thing that can take the form of any quadrupedal creature larger than a guinea-pig and smaller than a Hippo.

Heighliner [200] (Half Price for Ixians or Spacing Guild): You are now the proud owner of a truly stellar feat of engineering, even for this universe. Heighliners are the primary spaceships of the Spacing Guild. Built inside enormous bunkers deep inside a planet's crust, the ships lack any form of traditional engines. Rather, they are equipped with a Holtzman Drive, allowing the ship to teleport anywhere in the Universe... as long as the Navigator and Steersmen aboard can safely plot a course. The Navigator does the primary plotting, while the Steersmen serve to extend the field, ensuring that the entire liner and all its cargo arrives safely.

Some Heighliners are unarmed and shielded only to the extent needed to protect them from space debris, and most are at least twenty kilometers long, with enough cargo space to transport entire planetary militaries plus the staff and belongings of a Noble House... in one small corner of their enormous holds. Your Heighliner is not a normal one. Outfitted with the absolute best weapons and shielding that humanity will develop over the 3500 years of Leto's Peace and the 1500 years of the Scattering, your thirty-kilometer long Heighliner is armed to the teeth with anti-ship laser weapons, planet buster atomic weaponry, and enough armor to shrug off the concentrated firepower of a squadron of Honored Matre capital ships. If you bought the No-Ship, you may combine the two to give your Heighliner No-Ship Stealth capabilities... or equip all the 5,000 frigates and 10,000 transports that come with your Heighliner with No-Ship Stealth capabilities. If you buy the No-Chamber tech, you can make your cargo-holds into No-Chambers. See included image for size comparison between a standard Heighliner and yours.



An Army [200] (Half Price for Spacing Guild): See under Scion.

Genetic Samples [200] (Half Price for Bene Gesserit or Bene Tleilaxu): Have you ever wanted to replicate every significant character from one of your favorite works? Well now you can! This is a viable sample of the genetic material of every named character in Dune that has an actual biological make up. Any of these could be used to make a viable ghola, if one had the technology. They are not replaced if lost or used however. In future jumps, you will be provided with the genetic samples from one-hundred biological entities of your choice, as long as they are named characters in the story that the jump is based on. If there is no story / canon, then this can be any hundred people you know the names of. Once you're no longer jumping, expended uses recovered at the rate of one every thirty-six subjective days.

No Chamber [200] (Half Price for Ixians): See under Merc.

Axlotl Tanks [400] (Half Price for Bene Tleilaxu): Do you need to clone ten-thousand people all at once? Of course you do! And now, for a low low price, you gain a Bene Tleilaxu certified ethics free Biolab factory staffed with exactly that many mostly brain-dead Tleilaxu females and the slave-technicians to tend to them! They aren't immortal by any stretch of the imagination, but have very few needs and can easily replace units that age out. All the ages are staggered, and guaranteed good for at least twenty years hard breeding... well, not breeding. One does not mate with an Axlotl Tank. Hard cloning. These are guaranteed to be the best clone vats around, easily monitored, complication free as long as what you're growing is stable and danger free. Any tank damaged or destroyed will be replaced with a new one from the Bene Tleilax homeworld free of charge within 25 standard hours. It's not that Bene Gesserit can't buy this. It's that they won't. It's wildly horrific and unethical.

Ethical Axlotl Tanks [400] (Half Price for Bene Gesserit): Do you want Axlotl Tanks, but actually possess a conscience? Are you a Bene Gesserit? Well if both of these things are true, this is a real deal for you! You get your own Bene Gesserit and/or Jewish Cloning facility, complete with 500 improved, self-monitoring, self-adjusting, biologically immortal Reverend Mother-Class Ethical Axlotl Tanks. While, yes, these are still women being used as cloning vats, and they aren't exactly mobile, they are fully in possession of their facilities of speech and thought and all their senses. They really don't mind. After all, it's for a good cause. Just make certain they're pampered and fed and if you want to drop by and talk some time, they'd like that. They prefer to be paid in gossip and will talk your ears off every time you visit them. Any one of them that is damaged or destroyed will respawn like a companion after 24 standard hours. The Jewish ones would prefer if you don't try cloning Harkonnens; swine isn't kosher.

Spice Gas Tanks [400] (Half Price for Spacing Guild): Would you like enough orange Spice Gas to fill a Guild Heighliner? Then buy this. This is enough to fill all the living and working sections of an oversized Heighliner... and all it holds as well, to one atmosphere. It comes in high tech canisters, each canister large enough to hold a liter of water under standard temperature and pressure, but actually containing enough gas that, were it under standard pressure, it would fill a hundred cubic meters. It restocks once a jump or once every twenty years, whichever comes first. This shit is highly addictive and mutative and easily crosses the blood-brain barrier.

Hwo Noree [400] (Half Price for Ixians): Hwi Noree was created by the Ixians using stolen Bene Tleilaxu technology and raised in a No-Chamber to keep her invisible to the God-Emperor's prescience... and (indeed) anyone with precience that might seek to thwart the Ixian design. Hwi was designed to perfectly appeal to the God-Emperor's remaining humanity, with extreme physical beauty, deep empathy, and level of personal charm that was all but intoxicating. She was also designed to appeal strongly to Duncan Idaho, the God-Emperor's most trusted lieutenant, thus driving an emotional wedge between the two. But this isn't Hwi.

Once per jump (or twenty years, whichever is less) you can designate an individual in a position of power and their most trusted ally, and feed that information into your custom No-Coffin. A week later, based on a complete personality profile of the individual and their ally, a genetically engineered individual will emerge from the No-Coffin, fully mature and exquisitely trained, but completely unaware of their designated role as the perfect destroyer of that individual. Then all you need do is introduce the target to Hwo and sit back. Any scan of Hwo will reveal that they have absolutely no ill intentions towards the target (which is true), and the target will be intensely, almost overwhelmingly drawn to Hwo. The exact details of Hwo's abilities, skills, and physical traits differ based on the target. Each new Hwo is unique and they can't have any supernatural or superhuman abilities that you don't actually know how to give to others. Most times, a given Hwo will die with the target, but that is not guaranteed, nor (indeed) need the target be targeted for death. Hwo can be designed simply to bring the target down in a dramatic and probably humiliating fashion.

Kaitain [400] (Half Price for Any or Padishah Emperor Scenario): The Padishah-Emperors have ruled the Known Universe from the Imperial Throneworld of Kaitain for the last ten millennia. As such, they have had ample time to convert the entire planet into one massive pleasure palace with an entire Imperial bureaucracy. Buy this and they all belong to you.

Ix [600] (Half Price for Ixians): Better known as Alkalurops IX, Ix should not be mistaken for Wallach IX, which is the Bene Gesserit Monastery Planet, though both are the ninth planet in their respective star systems. Ix is ruled by the Ixian Technocracy and the entire planet is effectively one massive high tech factory. The technology produced on Ix is cutting edge for Dune Tech, and designed to last for millenia without noticeable signs of wear. Practically anything can be produced to Ixian standards on this planet, and in huge numbers. Most of the population has the equivalent of multiple engineering doctorates.

Synchrony [600] (Half Price for Ixians with Thinking Machine): Capital of the Thinking Machine Empire, the entire planet is covered in free-moving, flowmetal machines that can shift and reassemble themselves at the commands of Omnium the Evermind, the supreme Thinking Machine. If you got a discount on this, you may replace Omnium with an instance of yourself.

Tleilax [600] (Half Price for Bene Tleilaxu): Also known as Tlulax or Tleilaxa, this is the sole planet in the Thalim Star system, blessed with five moons. It is also populated by the Tlulaxa people... better known as the Bene Tleilax. It is a bio-sciences Mecca, where all forms of medical and genetic engineering and experimentation are not just legal but supported by the government, religion, and people. There are no women on the planet, per se. There are however plenty of slaves useful for organ harvesting. Ecologically, Tleilax is a garden planet, with relatively few cities, though both Bandalong and Thalidel are massive. Bandalong, the planetary capital, does not allow non-Bene Tleilaxu within the city, so all outsiders on the planet are restricted to Thalidel. If you've bought Axlott Tanks, the planet is supplied with more than a billion of them. If you've bought the Pet Face Dancer, the planet is supplied with tens of thousands of them.

Chapterhouse [600] (Half Price for Bene Gesserit): A nominally normal, sparsely settled world, Chapterhouse is the secret headquarters of the Bene Gesserit Order. It is special only in two ways. First, thanks to its englobement in No-Ships, it cannot be sensed by prescient individuals. These No-Ships cannot be repurposed, but they also are self-replacing and self-maintaining. Second, the planet that is Chapterhouse can be changed at any time, as the entire designation of Chapterhouse is a temporary thing. The change over takes a couple weeks, but everything that was on the old Chapterhouse will just... move to the new Chapterhouse. Old Chapterhouse will then be transformed into a desert world. If you have the Sand Trout Item, this new desert world will develop a Spice Cycle and Sand Worms.

Wallach IX [600] (Half Price for Bene Gesserit): An unremarkable planet governed by the Bene Gesserit. It is perfect for high level secret meetings, as no one traveling to or from Wallach IX ever seems to attract attention and spies and assassins never seem to think to look for their targets on Wallach IX. People on Wallach always mind their own business. It is a relatively cold world covered with isolated monasteries and abbeys.

Tupile [600] (Half Price for Spacing Guild): Tupile is the Spacing Guild's hidden exile 'planet', where they take Noble Houses out of the Known Universe in exchange for huge bribes. No one besides the Guild has any idea where Tupile is (unless they bought the Address above). While considered a single planet, and often called 'The Sanctuary Planet' it was actually a group of several planets. You now own a cluster of six paradise planets, which, by treaty, are neutral territory where no conflict, not even assassinations, can take place. All civilized forces in all future universes will respect this treaty if they'd respect any treaty. As long as you don't try to strip the planets for resources, they will maintain their neutrality and idyllic state. People from surrounding polities will often be exiled to Tupile and will persist from Universe to Universe until they die of old age... if they even can.

Fremen Perks

Spice Tolerance [100] (Free Fremen): The Spice expands consciousness, slows aging, enables the Navigators to fold space, the Reverend Mothers to tap into Ancestral Memory, and expands the transhuman computational skills of Mentats. It also turns human eyes blue and mutates the Navigators into inhuman monstrosities... and of course, it is horribly addictive... except to you. You are immune to both the addictive properties of the Spice and the negative aspects of it as well. It will still give you the blue on blue eyes of an addict if you take too much, but in your case, if you stop taking it, the blue on blue will eventually fade. Other addictive drugs (such as the Juice of Sapho and its ruby lips) are similarly unable to fully grip you, providing all their upsides with no downsides.

Eyes of the Ibad [100] (Half Price for Fremen): The Fremen call the blue-on-blue ocular coloration caused by saturation of the bloodstream with Melange the 'Eyes of the Ibad'. Most Fremen children have developed these eyes by the age of twelve, though anyone who lives on Arrakis long enough will also have their eyes change, as will anyone who is addicted to Melange, such as a Guild Steersman or Navigator (though they are very careful to hide this fact). Of course, yes, you have this too if you're a Fremen, but that's not what this perk does. Living in a constant state of heightened awareness of danger either breaks a person or gives them a special kind of insight into their environment. You're the second type. Not only does hypervigilance come naturally to you, causing you no particular stress, but you're intensely aware of your environment at all times and all your senses are particularly tuned to watch for any potential danger, even when you're asleep. This grants you both a general heightening of your situational awareness and a sense of your surroundings so keen it is effectively danger sense in all but name. Additionally, the gloom of night is your natural ally, for your eyes are as sharp as those of a desert mouse. While the glare of the day does not blind you as it does others, as a creature of the desert, you probably prefer the safety of night.

Imperial Ecologist [100] (Half Price for Fremen): *"The highest function of ecology is understanding consequences"* -Pardot Kynes. It took Pardot Kynes (the first Imperial Planetologist of Arrakis) less than two years to analyze the environment of Dune and less than two decades to figure out not only how Melange was produced (including the entire lifecycle of the Sandworms, but how to transform the planet into a green and lush world. That's how in tune with ecology you are. Your ability to understand planetwide ecosystems verges on the supernatural, and your knowledge of the sciences of ecology and terraforming is second to none. Wherever you go, your connection to the planetary gestalt provides you with an extreme awareness of the ins and outs of the local planetary ecosystem, including any disruption to it, and a sense of how you can repair it... or exploit the disruption for your own ends.

Mouse Shadow [200] (Half Price for Fremen): *"The Fremen were supreme in that quality the ancients called 'spannungsbogen', which is the self-imposed delay between desire for a thing and the act of reaching out to grasp that thing."* -from The Wisdom of Muad'dib by the Princess Irulan. Some people are good at moving undetected through natural environments, others are skilled at moving through cities without drawing attention to themselves. You? Your mastery of stealth is enough that you could cross the open erg of the desert in full daylight while a hundred Fremen Naibs kept watch and remain unnoticed as anything more than the shifting of sand before the wind. It's not that you move without being seen, it's that you know how to move so that not even the most alert observer perceives anything out of the ordinary in your movements. If you move through a crowd, you are part of the crowd. If you move through a forest, you are merely the wind shifted shadow of leaves. If you make a noise, it is the noise of sand slipping down a dune face. It would take prescience to detect your presence were you attempting to conceal it.

Creature of the Desert [200] (Half Price for Fremen): *“Polish comes from the cities; wisdom from the desert.”* - Arrakeen village saying. The Fremen are the people of the desert, and as such are intimately familiar with all the dangers of the ever-shifting sands; the heat, the thirst, the worms, the grit, and grip and slip. You are one such, being perfectly adapted to the deserts of Arrakis, and through it nearly perfectly adapted to any other deserts. From now on, in each jump, you may select any one such extreme climate from all those present in that setting, and gain such near perfect adaptation, being both mentally and physically suited to the climate, and aware of all the dangers and tactics needed to survive them. Of course, you never lose your old adaptations and awareness. Thus, given enough time, you should have mastered all but the most obscure environments.

Walk Without Rhythm [200] (Half Price for Fremen): To survive in the harsh climate of Dune it is not enough to understand the environment. One must also understand the dangers presented by the creatures that share that environment with you. The Fremen are experts in this, having learned to use even the titanic and untamable Sandworms as a form of rapid transportation. You now possess an instinctive understanding of all dangerous fauna and how to make best use of them or avoid them. Unless deliberately aimed at you by a sapient mind, no wild / feral animal will attack you and any attempt you make to control or domesticate a wild or feral animal is practically guaranteed to succeed, though the more intelligent the creature, the trickier it will be and the more the creature will test the limits of your control.

Tau Memory [400] (Half Price for Fremen): *“There should be a science of discontent. People need hard times and oppression to develop psychic muscles.”* -from Collected Sayings of Muad'Dib by the Princess Irulan. The Tau is the Fremen sense of community, their passive, subconscious, telepathic understanding of the needs of the group. Created and maintained by their ritual consumption of the transmuted Water of Life, the Tau focuses and unifies each Sietch like nothing else will. You are now a creature of the Tau, able to tap into this subconscious on a more visceral, more cerebral fashion. This gives you a fundamental sense of any organization or community that has accepted you as a member or leader, as well as an understanding of the capabilities and aptitudes of everyone in your organization. Furthermore, as a leader, you'll find that all sub-leaders under you intuitively understand the aptitudes and level of talent of all those underneath them. This allows you and your lieutenants to accurately judge your own suitability for each task while factoring in the abilities of your subordinates. Even when you're not a leader, merely possessing this abilitiesIt also drastically Increases the overall sense of belonging and strengthens the intra-communal group empathy. Two or more allied groups who are linked by one or more individuals who possess this perk will find that inter-group communication is also drastically improved, minimizing discord between the two groups.

To Train The Faithful [400] (Half Price for Fremen): *“Arrakis teaches the attitude of the knife — chopping off what’s incomplete and saying: ‘Now it’s complete because it’s ended here.’”* -from Collected Sayings of Muad’Dib by the Princess Irulan. It is Fremen doctrine that God created Arrakis to train the faithful, to force them to adapt or die. And boy howdy did the Fremen Adapt. Now, you’ve got that same ability, but instead of it taking generations, for you it takes weeks or months. Exposed to any form of survivable hardship, you’ll find yourself physically and mentally changing in a hundred minor ways to maximize your ability to not just survive, but thrive in that environment. Furthermore, none of these changes will be detrimental when you’re not in that environment, meaning that you’ll never hyperspecialize. Furthermore, you now excel at passing on survival traits to others, either through training or through your genome. What qualifies as a survival trait? If it helps one survive, it’s a survival trait. You can teach anyone to do anything you can do, and pass on any abilities you might have to any of your descendants. Passive abilities are much harder to teach, and skills don’t always pass on to later generations intact, but you’ll have significantly better luck than others would be at both. Lastly, since time is of the essence in survival situations, you find that you can teach others at an incredible rate, conveying the equivalent of an advanced academic degree in mere weeks, and what you teach sticks, meaning that your students are unlikely to ever forget your teachings.



The Jihad [600] (Half Price for Fremen): *“Anger is one thing, violence another.”* - Count Hasimir Fenring. Dune is meant, more than anything, as a treatise on the dangers of extreme charisma... at least according to Frank. Nowhere is this more evident than in Muad’dib’s Jihad, an essentially unstoppable holy-war that gained a life of its own and resulted in the deaths of billions as the Fremen took their vengeance upon the Universe that had so long oppressed them. That it also solidified Paul’s position as Emperor was extremely useful to the Atreides, of course, but the cost was something that Paul deeply regretted. For the Fremen, the Jihad was a goal unto itself, an idea laying dormant until the opportunity presented itself. And now, like Paul or Pardot Kynes, both of whom were able to transform Fremen Society almost without effort, you can harness the furious power of this terrible force.

Your charisma is beyond superhuman. Instinctively, you now know how to bend people to any task you dream up for them. People will be willing to live, to die, to kill at your command, and their loyalty will be a terrifying thing, a barely contained fire, a passion to serve you that burns within each and every one of your followers. Your every word will carry praise, insight, or condemnation, and your followers (which you will gather almost without effort) will eagerly record them, pour over them, repeat them as blessings and curses. Perhaps best of all, everyone you lead, everyone who follows your word, will gain an incredible resistance to the charisma of others, as long as those people don't speak for you... or claim to. You may choose to instill a resistance to your charisma in those you trust.

Speaks to Fishes [With Humanity Unchained]: *"Life -- all life -- is in the service of life."*

-Pardot Kynes. Charisma is a hell of a tool for controlling others, but it pales before that ultimate opiate of the masses... faith. By means of a sense of appropriateness that clues you in to the traditions, cultural elements, and taboos of any culture you encounter, you now have the ability to infiltrate the very cultural zeitgeist, the societal matrix of a community, and install a kind of unshakable faith in you and your ideals. The more time you spend among the people, the more rapidly you can transform entire societies into not just willing followers, but warrior-fanatics. Thankfully... or not... you gain a sense for how your people will interpret your words and deeds. This faith serves as a powerful shield, protecting those who are 'infected' with it from all other credos, charismatic manipulation, and even conceptual or existential effects that might harm their psyches. As an added bonus, possessing this boosted Capstone allows you to unlock the Fish Speaker Army in the 'Warrior-Fanatics' section below, and then boosts them so that every one of them possesses the effects of Humanity Unchained.

Ancestral Voice [600] (Half Price for Female Fremen): See under Guildsman. Getting the discount on this requires not taking the Jihad and buying the Sietch item so you can be the Sayyadina Priestess of that tribe.

Living History [With Humanity Unchained]: See under Guildsman.

Fremen Items

Spice Cache [100] (Free for Fremen): This is 10 decagrams of Spice (1/10th of a kilogram). It's worth enough to live on for a decade in this universe. It is worth 5,000,000 Solaris or roughly 50,000,000 Dollars US. You get another 10 decagrams every day, and in other universes, you won't have to convince people that it really is Melange. It is just as addictive and powerful in other universes as it is here. You also gain a plate of 18 freshly baked Spice Cakes, 24 pieces of Spice Candy, and enough Spice Coffee to make 36 cups every morning. Consuming Melange can slow the aging process drastically, enhance intelligence, reflexes, and general awareness. In large doses it can also counter poisoning. Prolonged use turns the eyes blue on blue and using it to excess generation after generation can lead to profound physical mutations and genetically enhanced psychic powers.

Fremkit [100] (Free for Fremen): A Fremkit is all the gear needed to survive in the open deserts of Arrakis. A Stillsuit, a personal Stilltent, a pair of Thumpers to call up a Worm, a set of Maker Hooks and Rope to climb and control the worm, a distrans radio, and, most sacred to the Fremen, a Crysknife, the stabilized tooth of a Sandworm. The knife is guaranteed undetectable and will disintegrate if you're killed. The Stillsuit will protect you from any environment that a human could survive in for more than a minute unprotected. The Maker Hooks will allow you to control any giant megafauna you come across that's less intelligent than your average human, though it won't tame them by any stretch of the imagination. The Thumpers are guaranteed to summon up the largest living creature within fifty kilometers, though they will arrive (at their best speed) extremely pissed off.

Sietch [200] (Half Price for Fremen): A Sietch is a hidden Fremen community, half-military base, half-factory, half-secret village. Yours looks like any random rocky hill, and can support (completely undetectably) up to twenty-five thousand people in relative comfort. Food, shelter, water, production facilities, training facilities... it's all there. If, somehow, someone tracks one of the inhabitants back to the Sietch, the entire populace will evacuate within thirty minutes while fighting a retreating-action, and will move with all their belongings to another (almost identical) Sietch within a thousand miles of the first overnight. Anyone raised in the Sietch will gain an instinctive understanding of the local environment and how to become part of it. If you're a Fremen male, you may choose to be a Fremen Naib if you purchase this, meaning that you're the leader of this Tribe. If you're a female Fremen, you may choose to be a Sayyadina Priestess of the tribe of that Sietch, allowing you to become a Reverend Mother.

Water Catchment System [200] (Half Price for Fremen): On Arrakis, water is life. Hell, off Arrakis, water is damned important. Each of these enormous underground water basins automatically harvests moisture the atmosphere through self-perpetuating dew collectors, wind-traps, and deathstills... and there are thousands of them spread across the planet. They each contain roughly 100,000,000 decaliters of water and are undetectable to anything less than direct inspection. Of course, water is only as useful as what you do with it, and while you possess it, your people will always find they have enough water to survive. Maybe not to thrive, but no matter where they are, they'll always find a clean source of water to get them through another day on the open bled, pan, grabbin, or erg. You have enough water here across the entire system to transform a desert world into a verdant and lush gaian world, complete with roaring oceans should you so desire. If ever one of these does run dry, get discovered, or suffer a mischief, a new one will take its place in a different planetary location within a week's time. For the duration of the jump, you have access to one such basin, plus one for your Warehouse, but afterwards? Every planet you own will gain a similar system to that found on Arrakis, guaranteeing that, with proper management, none of your cities will ever truly want for water. Owning this automatically instills water value ideology into those you have authority over, including a reverence for the water of the dead.

Sand Trout & Desert Mice [400] (Half Price for Fremen): Every planet that supports life does so through an incredibly complex web of organisms called an ecosystem. From the largest to the smallest, every lifeform has a place in that web, but ultimately, the smallest creatures often have a value disproportionate to their size. On Dune, the most important lifeforms are not the gigantic Sandworms, but rather their far less impressive larval form, the Sandtrout. It is the sandtrout that transformed Arrakis from green world to desert not once but twice, and they did the same to Chapterhouse. That they transform into the Worms is far less important. You gain a few million highly adaptable Sandtrout that are specially designed to adapt to any world with a lush enough water cycle and utterly transform it over the course of a couple centuries into an Arrakeen Desert, complete with Sandworms. After a thousand years, it will be all but indistinguishable from Arrakis. But since that's not always ideal, you also get a similar lifeform that can transform any one type of planet into any one other type of planet. Pick one general type of world as source and another as goal and you'll get enough of this custom creature to turn one into the other. The amount of time it takes can't really be sped up by biological means... planets are damned big... but you'll have enough of this lifeform (or the original sandtrout) to initiate one change every year. Additional source-goal pairs can be purchased for 100 each, 50 if you're a Fremen or have Imperial Ecologist.

Warrior-Fanatics [400] (Half Price for Fremen): What's better than an army of absolutely loyal unto death warrior-fanatics? How about three of them? From the not-so-lifeless sands of Dune came not one, not two, but three massive and frankly terrifying military forces of socio-religious cultural domination... and world conquering ferocity. The first of these, the Fedaykin, were Muad'dib's Death-Commandos. Absolutely loyal, they would do absolutely anything their master commanded them to do. Their numbers were few, but they were more than a match for the Imperial Sardaukar, trained as they had been personally by Paul, Gurney, and the Lady Jessica. Come Muad'dib's Jihad, and they burgeoned into the elite fighting force of the Atreides Empire, supported by the Qizarate, the Fremen Inquisition who burned entire worlds for apostasy. And then there were the vast Fremen Armies which looted and burned their way across a million worlds during the Jihad. Now, of course, the Fedaykin will be created for Paul and the armies of the Fremen are prophesied to follow him... but you get your own version of all three armies in this jump and from now on.

First, you gain 200 absolutely loyal, Weiriding-Way trained, Fremen-born and raised Death-Commandos. They will do anything you command them to and never flag in their devotion to you (unlike the Fedaykin, who managed to be suborned at least once). When one of them dies, another Fremen will take his place. You don't have to call them Fedaykin if you don't want to. They make a disastrously bad police force.

Second, you gain a million strong army of fanatically loyal Inquisitors to prop up any religion or philosophy you feel like supporting. Their loyalty to you isn't quite so strong, but they're really passionate about punishing anyone who disagrees with your chosen philosophy. If they're killed, they'll recruit more. They're very efficient like that... but mostly humorless. They do a decent job as functionaries as well, since they consider service to the state part of their duties. You don't have to call them the Qizarate if you don't want to. They make a lousy police force unless you like authoritarian sociopaths as your police force. They are not incorruptible

Third, you gain ten million soldier-fanatics. They're Fremen if you're Fremen, but need not be if you're not. They're on par with Imperial Sardaukar, and even if they're Fremen, as long as you don't oppose Paul, they're loyal to you. Of course, once you move on from here, Paul Who? They start each jump at full strength. They make a terrible police force.

If you want the fourth army, Emperor Leto's Fish Speakers, you'll need to take the 'Speaks to Fishes' Perk or take the God Emperor Scenario. The Fish Speakers are a unified force with all the strengths and none of the weaknesses of all three previous armies. They're an all female force, and do excellent police work, as well as being a dedicated public servants concerned with the good of the people they are protecting. They're also stronger and faster than normal humans. Although not incorruptible, they're highly resistant to infiltration, corruption, or loss of faith. Their morale is unbreakable as long as you live. You need not call them the Fish Speakers if you don't want them and if you have Fish Speakers, you need not have the other armies if you don't want them. You gain fifty-million of them.

Arrakis [600] (Half Price for Fremen): *"God created Arrakis to train the faithful."* - Fremen Saying. Did you want the planet Dune? Complete with Sandworms and Spice? Well, buy this and you get to keep your own copy of Arrakis from now on. Fremen included only if you want them. Otherwise, you can have the planet as it was when it was first discovered by humanity. Alternatively, you can have Rakis, the post Fremen terraforming project version that was the capital of Leto's Empire. Be warned, Rakis only has a very small desert region with no living sandtrout or worms.



SCENARIOS

The Voice from the Outer World (requires Butlerian Proscriptions)

Opps. Somehow your arrival has deleted Paul Atreides from the timeline. You must unite the Fremen, destroy house Harkonnen, break the power of the Spacing Guild, and claim the throne of the Known Universe. House Harkonnen and House Corrino know that you're a threat to them, the Spacing Guild and the Bene Gesserit Sisterhood both can tell that you're disrupting their plans, and the Fremen are highly suspicious people.

The Shortening of the Way [Prize Perk]

(Requires Completing The Voice from the Outer World)

You're a Messiah. Wherever you go, from now on, you may choose to have prophecies of your coming be imbedded in the cultural matrices of the people you meet. You will always perfectly fit these prophecies, and the people (especially those oppressed by the current system) will flock to you and your cause.

Padishah Jumperor [400]

Well well, look at that. You've replaced Shaddam IV, Padishah Emperor of the Known Universe. What fun! The job sucks, you can't resign, the Spacing Guild is threatening to make you live out the rest of your life in a pain amplifier, and Duke Leto is getting more and more popular in the Landsraad. On the plus side, you get Kaitain and the Selamluk for free, and you get fifty legions of Sardaukar. On the down side? You've forgotten everything you knew about the future history of the Dune Universe. Good luck balancing all those factions and people's needs. Once the jump ends, Irulan will join you as a companion, if you like. And yes, no matter how powerful you are, the Spacing Guild's threat is a legitimate worry.

God Jumperor

(Requires Padishah Emperor and The Voice from the Outer World)

(Requires Kwisatz Haderach & Humanity Unchained)

Instead of replacing Shaddam IV, you start the jump the moment you're born... as Leto II, future God Emperor of the Known Universe. Preborn, actually, since you'll become completely aware while in the womb with your twin sister, Ghanima. Congratulations, you must guarantee the survival of the Human Race and that means enforcing the Golden Path, the one safe route through the minefield of extinction that spreads out before your future sight. Like Padishah Emperor, you have no outside knowledge of the plotline of the Dune Universe, and like The Voice from the Outer World, you have no outside abilities or technology. As God Emperor, you do gain Arrakis, the Sandtrout Skinsuit, and the Warrior-Fanatics for free, including the Fish Speaker Army... or at least you'll get to bring them with you when the Jump ends. Duncan Idaho, Hwi Noree, Siona Atreides, Malky, and Ghanima will join you as Companions after the jump ends, if you so desire.

DRAWBACKS

Universe State Drawbacks

So Many Realities [0]: Do you want to be in Frank's Original Timeline, Brian's Extended Timeline, the slightly weird Dune Encyclopedia, one of the movies, the TV series, or one of the games? Heck, is there a Dune fanfic you liked? Have you already been to another Dune Jump? Well, feel free to pick your continuity and timeline. Not my concern.

Extended Cut [Variable]: The Dune Saga is not a short one. While the first two books both cover a scant two years, the events of the story play out across not merely decades but millenia. For 100 CP, you're here for 50 years. For 200, you're here for 3500 years. For 300, you're here for another 10,191 years. For 500, you begin this jump in the modern day and will watch, unable to influence events in any meaningful way, until the start of the canon in the year 10,191 AG... roughly 20,000 years from the dawn of the Space Age. Once events begin to unfold as they do in the novels, you'll be free to interact with the timeline meaningfully, but will remain in the Dune Universe for at least another thirty-thousand years, able to leave only once the final fate of the Human Race has been settled, conclusively.

Twisted Canon [+100]: Welcome to the Dune Universe! Which one? Well... there's the rub. The canon you're in is now some weird hybrid of the Original, the Extended Universe, the Dune Encyclopedia, the Dune Movies (excluding Jodorowsky's), the Dune TV series, and the various Dune Games. You're welcome.

Ultra Significance [+200]: Aka Brian Syndrome. Everything is now deep and meaningful and significant. Everything has a dozen layers of meaning and no one ever says what they mean outright anymore. Someone could say "Thank You." and have it mean "I am plotting to destroy your cousin's life!". Sure, you might have ways of figuring all this out... but everyone in this universe is now constantly looking for hidden meanings, meaning that they'll almost certainly take offense at something you say and you'll probably be blind-sided when they do.

Be Seeing You [+200]: Not only aren't you invisible to prescience, your very nature as an outsider makes you a veritable beacon to anyone who uses prescience of any kind, and the more powerfully prescient they are, the more aware of you they will be. Expect the Guild and the Sisterhood to be searching for you, prophecies to see you, and Kwisatz Haderachs to have detailed plans that involve you. This also applies to your Companions, but to a lesser degree.

The God Emperor is Dead, Long Live the God Emperor [+200]: Requires Extended Cut Level 2 or higher. The relatively benevolent Leto II has been replaced with the GEOM of Warhammer 40K. Not the corpse on the throne. No, the totalitarian psychopath who decided to reunite the entire galaxy by killing everyone who looked at him crosswise. You will forget that you've taken this.

Atreides? More like Atre-dies! Am I right? [+200]: All this too serious for you? Now you're in the National Lampoon's [DOON](#), on the planet known as Arruckus, the Dessert Planet, where the most valuable substance in the universe is Beer and giant pretzel-worms dominate the environment. There, House Hardchargin (The Great Big House) has been displaced by Shaddap IV the Padebrah Emperor in favor of House Agamemnides (The Up-and-Coming House). Doon is a planet covered entirely in sugar, where not an entree can be found, and the natives are the Freedmenmen. Follow the adventures of Duke Lotto, his heir Pall and his concubine the Lady Jazzica of the Boni Maroni. It's stupid, wildly irreverent, and silly... but sometimes... you just have to ride a massive pretzel while wearing a chef's hat. Comes complete with the Eyes of the Egad, the telltale Red-on-Red eyes of severe Beer Addiction. And remember the Boni Maroni mantra "I must not have fun. Fun is the time-killer." Whenever you're having fun, that time will not count towards completion of the jump. Anti-boredom perks are deactivated for the duration... for your own safety.



A Golden Toilet!?! [+200]: Well... you're now in the Jodorowsky DuneVerse... the one where the Emperor of the Known Universe is Salvador Dali, the imperial throne is a golden toilet, the sets were designed by H. Giger, and the auteur filmmaker never read the book but wrote an eleven hour script based on what he thought he knew! I guarantee you that none of this will make any sense, the plot twists will be bonkers, and there will be far far far too much nudity and grotesqueries. Taking this with Twisted Canon tosses in the Jodorowsky Universe into the mess, making it all the more confusing.

Butlerian Proscriptions [+400]: This seals all Out of Jump Technology, as well as all magic and all non-psychic powers or supernatural abilities.

Companion Ready Drawbacks

A Man Will Come [+100] (Fremen Only): You start this jump the day you were born on Arrakis, rather than the normal start date. Roll 1d6, then roll that many d20s. That's how old you will be when the jump begins. Until that time, you're a normal Fremen, limited to your body mod. If you die, you'll wake up the day before you would have died, having had a terribly vivid and unforgettable dream of your own death, and you'll have scars from whatever killed you. Once the jump officially begins, you'll find your companions and abilities and equipment all slowly returning until the Atrides arrive on Dune, though until they do, you'll be limited to only what you purchased here. Once the jump begins, death becomes real however, so watch out. If you take this, all your Fremen Companions must take this as well, and they will each make their own rolls, entering the setting in totally different places on the planet at different moments in time.

Shielded Too Much [+100]: You were highly sheltered and are thus fairly naive. One hopes you learn fast and before it's too late.

Too Deep For Me [+100]: You have no ability to keep all the details of politics... or really, even people's names and titles straight.

Semuta Addict [+100]: You are addicted to the extremely weird drug-music hybrid known as Semuta. It impairs your thinking and dulls your motivation while you're high, makes you edgy and angry when you're not, and sounds horrific to anyone who isn't also an addict. Thankfully, it's relatively harmless, and clearing your head for a few minutes if you need to isn't too hard. You cannot rid yourself of this addiction and most people can easily spot the signs of a Semuta Addict.

Metal Underwear [+100]: Every pair of underwear you own is now made of blue metal. Highly uncomfortable, pointy, and weird looking blue metal. Somehow, you'll never think to go without it and will find numerous reasons not to wear anything over it if you can at all help it.

The Sand Gets Everywhere [+100]: No, you're not suddenly a whiny brat. This isn't that series. No, this is exactly what it says on the tin. No matter how much you try, sand will get everywhere. Into your clothing, into your hair, into your eyes, into your food. It may be gritty, powdery, flakey, or moist. It will cling to things by static electricity and gum up machinery. It will find ways to annoy you. If you're not on Arrakis or a desert planet like it, some other environmental agent will get on your nerves instead.

Inkvine Scar [+100 or +200]: Your body is marked with a writhing scar that never fully heals and always throbs with pain. For an additional hundred CP, it's on your face. Yes, the scar causes random twitches on the muscles around it which makes it look as if it is moving.

Secret Jew [+200 or Nothing]: As the only surviving faith that dates back to Old Earth, the Jewish religion is by far the oldest extant philosophy in the Known Universe. And thanks to an almost endless strings of pogroms and holocausts, they've survived largely by pretending not to be jews at all. Hidden everywhere, protected by the Bene Gesserit Sisterhood, the Jews of the Known Universe practice their faith in secret, hiding their true identities and background from all but their closest allies, fearful of another Jihad. You're now one of their number and must keep the depths and nature of your faith secret from society at large. If you're male, you're a Rabbi, but if you're female you may choose to be a Wild Reverend Mother, allowing you a discount on the Bene Gesserit Capstone 'Ancestral Voice' no matter what your background otherwise is. Doing so means giving up the points you would have gained from this drawback.

Too Much Rhythm [+200]: You keep drawing Sandworms to your location... or in places where there aren't Sandworms, other extremely nasty megafauna.

Spice Addiction [+200]: You need spice. A lot of it. This must be spice acquired in setting and not from any fiat backed production source. If you don't consume at least a gram a day, you will go into withdrawal. It starts with excruciating pain. After the second day, it graduates to agonizing seizures. Three days without? You're going to die... screaming. If a Companion takes this and dies of Spice Withdrawal, they will not respawn until after the jump ends.

Always Thirsty [+200]: You will always be just a bit thirsty and slightly dehydrated... at best. This also makes it easier to become more than slightly dehydrated, even if you don't normally have to drink anything.

Floating Fat Man [+200]: You're now grotesquely overweight. So much so that your body can't actually support itself or move under its own power. In fact, you have no muscle-tone to speak of and will have trouble lifting anything that weighs more than a couple of kilograms. You will be required to use suspensors to move around, or just to keep your mass from crushing itself.

Guard Yourself For True [+200]: Fights will have a way of coming to you, and you'd better be on your guard. A single slip of concentration is all it takes for a knife to find its mark.

Geidi Prime Welcomes You [+200]: The date is now fifteen years earlier than it otherwise would be. You've arrived earlier than you should and everything but your body mod won't arrive in jump until the jump should have started. You must survive, on your own, on Geidi Prime, as a serf, until everything catches up with you. If you don't survive, treat this as if you failed a gauntlet. You may attempt this no more than ten times before you are no longer allowed to take this drawback. If a Companion takes this and fails to survive, they will revive only once your stay in this Setting ends. If you and a Companion take this, there is no guarantee you'll start in the same place on Geidi Prime, nor is there any guarantee you'll be able to find them. Cannot be taken with 'A Man Will Come' unless upgraded with 'It's the Slave Pits For You'.

It's the Slave Pits For You [+400 More]: Instead of being a serf, you're now a resident of the Slave Pits of Geidi Prime. Pray that they don't think you'd make a good gladiator... or maybe you'd like to be one. The pleasure slave route might be safer... but it's not going to be more pleasant. You may attempt this no more than 99 times before you are no longer allowed to take this drawback, but you're never allowed to fully forget what happened here if you run past 10 tries. The same Companion restrictions as above apply. With 'A Man Will Come', you were born on Arrakis but brought to Geidi Prime by Raban's thugs.

GodJumper of Wormkind [+200/+600 for Companions]: You're now trapped in the body of sandworm-human hybrid, unable to engage in any normal human activity besides conversation. Further, it causes you extreme discomfort and makes water a lethal toxin to you. On the plus side, you get the Sandtrout Skinsuit for free... though until the end of the jump you're not going to make much use of its speed, as you can't move much faster than a healthy man can run. This is the only way a Companion may take the Skinsuit. If a Companion with this is killed by water-toxicity, they will not respawn until after the jump ends.



The What Blade Does What Again? [+300/+200 Companions]: You've lost all your fighting skills. All of them. Even those you've bought here. Any enhanced learning abilities you may possess are all but useless in learning to fight again.

Slow Down [+300/+200 for Companions]: Any slow blade can cut through your special defenses. If a Companion takes this and is killed as a result, they will not respawn until after the jump ends.

Kanly [+300/+200 for Companions]: Assassins are after you. Lots and lots of assassins. They want you dead, or rather their employer wants you dead for something you've done to them. Even if you eventually figure out who is sending these assassins (It's someone with a Hawat-tier Mentat planning the missions), and manage to neutralize them, someone else even sneakier and more cunning will simply take the planner's place. These assassins will range from helpless and hopeless all the way up to hyper-competent Mentat-Assassins or Face Dancers. Expect, on average, a hundred attempts a year, but some weeks will see twelve and some months none. If any Companion is killed by one of these Assassins, whether or not they also bought Kanly, they will not respawn until the end of the Jump.

Mrs. Yueh [+300/+200 for Companions]: The Harkonnens have one of your loved ones. Which one? Whichever one you love the most. They are no doubt doing horrible things to said loved one. They will stop doing horrible things to said loved one only if you do them a few favors. Thankfully, they don't actually have someone you care about, but you won't remember that part after you take this, and no amount of evidence will convince you otherwise. Of course, this also means that there is no way for you to rescue this non-existent hostage. No matter how heartless you might normally be, you will care about this at least as much as Wellington Yueh did. If any of your Companions take this, you will not be notified and you will forget this is a possibility. They will not be able to tell you they took it. If you are a Harkonnen, then someone even nastier has your loved one... maybe House Ordos or the Bene Tleilaxu.

Everyone is Wrong [+300]: And so are you, Jumper. Every major sect and every major character is wrong about something, and what they're wrong about is typically related to what they think they're good at. The Mentats are wrong about their ability to eliminate bias and errors from their work, leading to mistakes like Thufir overlooking Yueh as a threat and Piter wildly underestimating the Fremen's numbers as well as overlooking Yueh as a threat. The Bene Gesserit are brilliant politicians, secretly masterminding humanity for thousands of years, forcing them to the edge of a thousand extinctions, only to be saved by the Golden Path. They are unable to even control their breeding program or their own operatives. The Ixians, in their pursuit of progress and technology, would have been one of a thousand different causes of extinction prevented by the Golden Path by accidentally creating an ever improving swarm of AI assassins. But the common thread of these errors is specialization, the desire to simplify skills and characterization to blurbs: "Mentats are logical people," "A Bene Gesserit is a people person," "Leto I is a charismatic performer," "Harkonnen is an enabler of sin" And now you, Jumper, have decided to simplify yourself as well.

Pick a trait embodied by your purchases here, such as logic, empathy, bravure, intrigue, piety, loyalty, or focus: your thoughts will be limited in the vein of that trait, blinded to other considerations or understanding that others do not behave as you do. Your plans and predictions will be hindered by this dedication, as you ignore complications or considerations that would be obvious to others not limited to the incredibly specialization present to those of the Known Universe. Everyone has a role, and you will not step outside yours.

Join Each Other in Death [+300]: Absolutely none of the fights here will be anything less than brutal and your life will never not be on the line.

The Mind Killer [+300]: You're afraid. All the time.

Really Twisted Mentat [+400/+200 for Companions]: Even if you didn't take Mentat or Twisted Mentat, you now act like Piter Devries. Not the somewhat subdued Piter of the book. You act like Brad Dourif's Piter, chewing the scenery, making ridiculous gestures as you speak, and over emphasising every third word. You're also a screaming pervert, sadist, and all round weirdo, and overly impressed with your own towering intelligence. This does not, thankfully, come with Piter's gluttonous appetite for Spice, however.

Needle Tag [+400/+300 for Companions]: Poison Needles keep hunting you. You are no longer immune to poisons if you were. They aren't particularly discerning, and so might go after random passers-by. If a Companion takes this and is killed by one of the needles, they will not respawn until after the jump ends.

Bumbling Fool [+400/+300 for Companions]: You are wildly inept at all tasks besides preserving your own skin. People barely tolerate you, unless it's to take a certain amount of sadistic pleasure in watching you fumble to do even the most basic things.

Pain Amplifier [+400]: Everything hurts waaay more than it should. A paper cut would be as painful as slamming your hand in a groundcar door. You never get used to it.

Jumper Only Drawbacks

They Tried and Died [+200]: There is a thing you must not do. Exactly what it is is unimportant. You must not do it. If you do it, you will almost certainly die. Unfortunately, events will continue to conspire to make it seem as if you doing this thing is vital, not merely for your own survival but for the survival of all you care about. It will eventually seem like a good idea... or at least the only possible solution. You still must not do it.

Uncle Vladimir's Special Friend [+400]: Yes, it's true. You're now Vladimir Harkonnen's lover and you find it extremely hard to find fault with him or reject his advances or suggestions to play little games... no matter how wrong they might be or how much they violate your personal moral or ethical compass. This does nothing to alter said morals or ethics, so you'll probably feel incredibly bad about such things after the deed is done, but you'll still find yourself relapsing at the slightest prodding from the Baron. Oh yes, I forgot to mention... you not only can't kill the Baron, you must do your best to see that no harm comes to him. If he does die, he'll become a memory ghost, living inside your head for the rest of the jump... where you'll find it even harder to reject his suggestions. Once the jump ends, you're free to take the Baron with you. He'll be healed of all his physical problems, and he was said to be quite the looker before disease ravaged his muscles. He's brilliant, potentially suave, and incredibly cunning. Also debauched and depraved and evil through and through. You'll be able to make the choice free of his influence over you... but not necessarily free of the memories of all that you've done. Those will stick with you even if you have a self-editing memory. No taking this just to conveniently forget after its over.

Abomination [+400]: You are Pre-born and have all your ancestors inside your head. All of them, from the very moment you awake in this world, any mental perks you have, they have. If anyone in this world finds out you're an Abomination, they will burn you at the stake and you will die. If you cannot form a coalition with one or more of your ancestors, you will be unable to maintain control over your own psyche. If one of the others grows too strong, they will try to take over. Lucky for you, this Drawback will end when the Jump Ends, giving you back control just in time to decide if you want to move on, stay, or go home.

Your Father, The Jumper [+200 More]: Oh... dear. You're taking a huge chance here. If one of your Ancestral Ghosts is in control at the moment the jump ends... they become the jumper and you? Well... maybe they'll let you stick around in the back of your own mind... though if they bought Ancestral Memory they don't have a choice on that.

Unawakened Sleeper [+400]: You have no memories of your past selves (anything outside this jump). You will need to be forced to do something that you, the Jumper, would be unwilling to do to awaken those memories. However, you don't know you took this, or about Jumpchain at all. Unless you're a Bene Tleilaxu, you don't even know about the method of awakening a Gholas' memories. If you're a Drop-In, you have no memories at all, but you do have metal eyes like a Gholas, which may give you a clue... eventually. Among everything that's been forgotten is all memory of the Dune Universe. If you don't face such a stressor, the jump will never end, but the longer the jump lasts, the greater your sense of needing to do... something... to awaken the Sleeper Within will grow.

The Sleeper Must Awaken [+400 More]: You're also locked out of all outside powers and perks, and all 600 CP perks from this jump. There is a powerful unease within you that calls out to you, saying that something is wrong, that the Sleeper Within must wake. Awakening yourself no longer requires a stressor. You must now face the untransmitted Water of Life, though doing so may kill you, even if you're a Bene Gesserit. If it does, no matter how many 1-ups you have, you chain-fail.



ENDGAME

Remain Where It is Safe: You like the Dune Universe enough to stay? Well then, Welcome Back. Don't take any wooden Solaris.

Scatter to the Greater Universe: Moving on with your chain? Can't say as I blame you.

Escape to Tupile: Back home, huh? Miss Earth that much? A little boring, but I understand.

Back to Sleep: Did you like that? Did you want to do it again? Excellent. Unfortunately, we can't give you any new CP to fund your new adaptation, but you're free to take drawbacks to get funding. At least half the drawbacks you take (by points) must be ones you didn't take the first time, unless you take Butlerian Proscriptions. If you're using the UDS, Chain-Drawbacks don't give you any new points.

NOTES

Prescience: Perhaps the biggest misconception people have of Dune is that being able to see the future locks one into that future. This is not the case, no matter what Paul and Leto say. They were not trapped by their destiny, but merely trapped by their morality into following the path that led to the best outcome. That is a risk, but Precognition, called Prescience in the Duneverse, is not a single image of the future. It is a roadmap. Those with clear enough vision see all potential futures and can chart a course through them. The only time they cannot see an event is when too many tiny elements can cause too many rapid shifts in the outcome. These periods appear like shadowed valleys in the map of the future, but the prescient individual can see all the paths that emerge from those shadows clearly, they just have a hard time seeing the exact chains of events that predict them. The more precognitively invisible people there are involved in events, the harder it is to predict the future accurately, and eventually, technology to block precience (No-Chambers and No-Ships) will be developed using in setting science. Unless you purchase that technology, it won't work on other Out of Context Precogs once you leave this setting. The Gene that makes someone invisible to prescience likewise must be bought to be effective against all OOC Precognition.

Technology: While this is a universe of incredible technology, innovation here is extremely rare and always under incredible scrutiny thanks to the memory of the Butlerian Jihad. The Jihad has banned all thinking machines, and will seek to destroy anyone who seeks to build them or promote them. The Jihad spans all native religions and has absolutely zero chill. Thinking Machines from outside this setting will be all but impossible to hide if used, and the public will almost certainly turn on you if they learn you are associating with them or trying to make more. Atomic weapons are extremely common, with every noble house having a stockpile of clean, extremely stable, very powerful (as in mountain busting) atomics.

Atomics: As mentioned under technology, Atomic Weaponry is common here. Using it against people however is a crash and burn offense. Do it and you can expect to be hunted to the ends of the universe by pretty much everyone. The Guild might even cut their rates for shipping troops just to help.

Shields and Laz Guns: Shields stop most ranged weaponry. Excellent things. Protect buildings and soldiers. Very very common. On Dune, they also attract Sandworms like you wouldn't believe. In fact, they're so common that soldiers are mostly trained in hand to hand and melee weaponry because shields make guns all but useless... except laz guns, but I'll get back to them. The Shields are kinetic reactive, which means that the harder a blow hits one, the more it protects against the blow. Slide a knife into a shield slowly and the shield doesn't do jack against it. Some projectiles exist to counter shields, but they aren't exactly that useful, since they slow down when they hit the shield, thus giving the shieldwearer time to react to them. If a laz-gun shoots a shield, both will be destroyed. That destruction might be limited to just the gun and the shield... or may cause an explosion to rival an H-Bomb. Just a word of warning. Shields are also used to levitate things, such as suspensor lamps, hunter-seeker poison darts, and Baron Vladimir Harkonnen.

For those wondering why not set a shield to impenetrable and go at your enemies with an air-tank and a bomb? The shields are skin-tight, so they tend to interfere with worn gear. They also extend outward to wrap around anything you're holding, like your gun, bomb, shockstick, or sword, so if you try firing a weapon inside an impenetrable shield, the bullet is going to explode as it leaves the barrel. Wrapped in an impenetrable shield, you have no traction, no gravity, no sight, no sound. And you're wearing a massive static electricity generator so all sand and dust is going to cling to the outside too.

The Machines: In the age before the rise of the Spacing Guild (Before Guild), the Thinking Machines had conquered all of humanity. Humanity rebelled, destroying those machines and banning anyone from making more. It is possible that the Great Adversary which will destroy all mankind is a reemergence of those Thinking Machines, although the Great Adversary might also be aliens, at least in the Original Dune. The Expanded Dune makes it clear that Machines are the Real Threat. In no version of Dune are there any other sophont races besides the Humans and the Machines they built. Any planet even reasonably suspected of wanting to produce Machines in the likeness of a human mind can expect to be glassed with atomic weaponry.

Spice: The Spice Melange is a highly addictive cinnamon-like substance that humans find to be extremely pleasant to consume. It is an awareness spectrum narcotic, meaning that it expands consciousness, allowing you to think faster and better, and pushing your senses to their limits. It is also mildly hallucinogenic and regular ingestion of it can more than quadruple a human's lifespan. Addiction does not lead to needing greater and greater doses, but withdrawal is always fatal. Saturation in the blood by the Spice turns a human's eyes blue, from sclera to iris to pupil.

The Spice can be found only on Arrakis and is a byproduct of the Sandworm's life cycle. It cannot be replicated by outside means while you are here, but a supply of spice and the biotechnology to replicate it are both available here. Spice is by far the most valuable substance in this setting.

The Water of Life: Another byproduct of the Sandworm life cycle is the Water of Life. By taking a juvenile Sandworm (about five meters long) and drowning it, you can cause it to regurgitate bile. That bile is an incredibly toxic substance called the Water of Death that will kill any human being who consumes it... while subjecting them to incredible, unspeakable agony. The Water of Death can also be used, in theory, to kill all the sandtrout on the planet Arrakis. Sandtrout are the simplest form of the Sandworm, and poisoning even a small number of them in the wild with the Water of Death will cause a cascade that kills all of them on the planet eventually, thus ending the Spice Cycle.

The Water of Death can be ingested by a Bene Gesserit or Fremen Reverend Mother trained in the biological control methods of prana/bindu techniques and then transformed into the Water of Life, an incredibly powerful Awareness Spectrum Narcotic that allows for the unlocking of genetic memory. Even some Sisters of the BG failed to pass through the Spice Agony and no man besides a Kwisatz Haderach can do so (it still took Paul three weeks and help to convert the single drop he'd consumed, while BG Reverend Mothers can convert entire mouthfuls in moments). When the Water of Life is consumed by members of a close group (such as a Fremen sietch community) all at once, they enter into something called a Spice or Tau Orgy, wherein all the members of that community are connected telepathically (though not fully) to each other. Wild dancing and sex ensues. The Water of Life in its converted form can and will trigger laterent prescient and telepathic abilities, which, if strong enough, will endure after the spice trance ends. The Water of Life is for sale here, but cannot be otherwise replicated while here using other means.

The Worms of Arrakis: The Sandworms of Dune can grow up to a kilometer long and can freely swim through sand. They are extremely hydrophobic, as water can and will kill them if they are exposed to too much of it... it doesn't take much. Nothing else known can easily kill them, as they are tough enough to withstand point blank atomics unless those atomics are applied to every ring-segment at the same time. When a Sandworm dies, it breaks apart into tens of thousands of sandtrout, tiny leech-like sandworms that encyst free water into pre-spice masses before entering a period of gestation where entire clusters of sandtrout fuse into a single juvenile Sandworm. The sandworm feed off of sand-plankton and raw sand, and are thus largely inorganic themselves. The sand-plankton is either symbiotic with the Sandworms or part of their lifecycle. Many attempts to transplant the Sandworms to other planets have been attempted, but they always failed... largely because Sandworms are not particularly adaptable, but mostly because all attempts prior to Chapterhouse were to desert worlds. Chapterhouse, like Arrakis before the arrival of the worms, was a lush garden world. The worms transformed both planets into deserts. This will happen if you figure out a way to transplant the worms yourself. Within a matter of centuries, they will completely destroy any other ecosystem.

Superstition: Dune's people might be living in a highly technologically advanced civilization, but the vast overwhelming majority live like medieval peasants. The technology is not novel to them, it is ancient and exceptionally reliable. Even those who build the technology see nothing more special about making a laz-pistol than a medieval farmer of Old England would have found in making a plow.

However, anything new or out of the ordinary is usually something they have an extremely hard time coping with and their initial reaction will be one of extreme hostility. They are particularly suspicious of demons, witches, and other fairy stories, and tolerance is not a trait prized by any of the major religions. Use Out of Context abilities carefully. Even using some Bene Gesserit Tricks might get you burned as a witch. Showing off your Tleilaxu Face Dancing is almost certain to get you called a demon. This is a setting where Ancestral Memories and Possession are real, where the Bene Gesserit really can deage themselves, and the Tleilaxu really can shapeshift and bring the dead back to life... and where anyone who catches them doing so might burn them at the stake.

Major Religions: The dominant religion of the Dune Universe is the belief system based on the Orange Catholic Bible, which contains elements of Navachristianity, Buddislam, Mahayana Christianity, Zensunni Christianity, and a religion known as Maometh Saari. Collectively, this faith is known as Koranjiyana Zenchristianity or Zenchristian Navislam... and its followers call themselves the 'Followers of the Fourteen Sages'. Its god is a male-female-neutre trinity sometimes called Buddallah or the Greatmother or Supreme Being. There is not, however, a single Orange Catholic Church, and the various sub-faiths all exist in a loose ecumenical hegemony.

The only known significant religion that is not part of the OC Bible Group is Judaism, which is the only Old Earth faith to survive intact to the end of the series, but there are dozens of lesser and offshoot faiths in the Dune Universe. It should be noted that the Empire's Ruling Class, as well as the Spacing Guild, and especially the Bene Gesserit, are all agnostic, viewing religion as a tool to control the masses. Only the Bene Tleilax have a major religion that differs, and their religion is mutually antagonistic to every other faith and ideology. It is also highly secretive and misogynistic.

The Spacing Guild & Its Peace: Holding an absolute monopoly over all intersystem transportation in the Known Universe, the Spacing Guild is the single largest user of Melange and the only Bank around. They effectively control the economy, but are useless except as a medium of that system. Thus, they maintain the status quo to maintain their own power, but are fully aware of how vulnerable this makes them and how little real power they have. They accept huge bribes in spice from the Fremen to ignore the Fremen terraforming efforts and block weather control or spy satellites or even lighter overflights of the southern half of the planet Arrakis. They also maintain an uneasy peace between the houses of the Landsraad by making it exorbitantly expensive to transport troops and attack craft from world to world for invasion purposes. Their sole goal is to maintain their own power. They neither create nor innovate. They are absolute atheists.

The Bene Gesserit & Its Breeding Program: For more than 10,000 years, the Sisters of the Bene Gesserit have maintained a secret breeding program designed to advance humanity and create super-human individuals, especially (but not limited to) the Kwisatz Haderach, a human who possesses access to both male and female Ancestral Memory. The Bene Gesserit effectively control the politics of the Empire and have Reverend Mothers serving as everything from advisors in the courts of the high and mighty to wise women in the caves of the oppressed.

They are, by far, the most manipulative faction in the Dune Universe, but nominally benign, as their sole goal is to preserve humanity. They claim to be atheists, but cloak themselves in the trappings of religion. The Bene Gesserit Sisterhood helped preserve Judaism as the only surviving Old Earth faith, existing mostly in secret, and many times on worlds where no other humans had ever settled. The two groups were bound by a pact of loyalty, and both copied each other significantly, with Jews having their own 'wild' Reverend Mothers... though the Bene Gesserit Sisterhood was not actually aware of that fact until well after the invasion of the Honored Matres.

God-Emperor Leto II & The Fish Speakers: After the deaths of Paul and Alia, Leto II the Lesser (second son of Paul and Chani... the first having died in infancy and also being named Leto II) became Emperor of the Known Universe. Like his father, he didn't use the Padishah title. Having fused with a colony of Sandtrout, he eventually matured into a Human-Sandworm Hybrid and lived for just over 3,500 years. He replaced his father's Qizarate Jihadi Priests and Fedakeen Death Commandos, as well as the still extant Imperial Sardaukar, with an entire female army called the Fish Speakers (led by a series of Duncan Idaho gholas). The Fish Speakers were fanatically loyal, extremely well disciplined, and highly effective as both soldiers and peacekeepers. They were the core of Leto's Breeding Program and used to enforce the religious doctrines of what was known as 'Leto's Peace'. Leto felt that male military forces were fundamentally predator and would turn on the civilian populace in the absence of an external enemy, whereas a female military would tame and calm the civilian populace. In addition to being the armed forces, the Fish Speakers were essentially the entirety of the Imperial Bureaucracy and Intelligence Apparatus. They were renowned for their incredible strength and speed.

Leto's Peace, The Famine Times, The Scattering: For all of Leto II's reign as God-Emperor, war was absolutely forbidden in the Empire, and interplanetary travel was all but forbidden. This was called Leto's Peace and amounted to a much harsher version of the previous Guild Peace. With Leto's death, the Imperium essentially dissolved, as Leto had been controlling everything for so long that no one had any idea how to continue without him. His peace no longer enforced, war and famine ran rampant and many worlds were stripped of their machinery and natural resources. The desperation of all those people hit by the Famine Times eventually caused the mass migration of trillions of people out of the 'Old Empire' and the scattering of humanity to unknown numbers of worlds.

The Honored Matres & The Return: 1500 years after the death of God-Emperor Leto II, a faction of the Bene Gesserits who had joined the Scattering returned to the Old Empire, now calling themselves the Honored Matres. They were fleeing some great enemy (which in the Extended Universe is revealed to be the Thinking Machines) and had come to conquer the home realm of Humanity, now effectively ruled by the Bene Gesserit old guard, most of whom are descendants of Siona Atreides, the first human being to be both genetically viable and invisible to prescience.

The Ixians & Their Machines: House Richese and The Ixian Technocracy are the two most important sources of high tech goods in the Known Universe. While House Richese specializes in making the best machines with approved technologies and techniques, the Ixians push the restrictions of the Butlerian Jihad to the very limit. In actuality, they don't just come close to crossing the line, they actually have Thinking Machines (though carefully controlled ones), but this is an incredibly tightly held secret. The Technocracy is one of the few polities in the Known Universe that may or may not be ruled by a Noble House, as House Vernius only exists in the Extended Universe. They have no known goals besides pure technological advancement.

The Bene Tleilax & Its Schemes: Unquestioned masters of biological sciences, the Bene Tleilaxu are despised by everyone and despise everyone else in turn. They seek to conquer the rest of humanity and inflict their misanthropic, misogynistic, totalitarian faith upon all outsiders. The vast majority of their people (all males) are slaves and serfs, with all females being turned into Axlotl breeding tanks. The only members of their population with any rights at all are the Face Dancers and Masters. The Face Dancers are shapeshifting spies and the Masters are the priestly upperclass... most of whom use Gholas to serially reincarnate. They use the highly unethical but extremely valuable slaves, gholas, and cloned body parts they create to influence other power blocks. Technically legal, they are effectively the closest thing the Known Universe has to The Mafia... and in a universe full of fanatics, are the most fanatical faction around. They do not have representation in the Landsraad and are technically not part of the Empire.

The Sardaukar: The Padishah Emperor's terror troops, the Sardaukar are viewed as the most ruthless and efficient fighting force in the entire Empire. Hailing from the Emperor's Prison Planet, Salusa Secundus, a blasted hellscape of a world, the Sardaukar are extremely well paid, with even the lowest rank and file living in mansions, and absolutely fanatically loyal to the Emperor for lifting them out of the abysmal hell they were born and raised in. The source of the Sardaukar is not known, and it was Thufir Hawat who was able to intuit it after seeing the Fremen in action against Raban. In practice, the Fremen have an advantage over the Sardaukar on Dune, since the Sardaukar are trained to use shields which do not work well in the sands of Dune.

Tupile: A sanctuary planet, where noble families go into exile. Only the Spacing Guild knows where it is, and there may be multiple Tupiles. No one ever comes back. The Class system of the Known Universe doesn't apply there. If you're not a member of the Spacing Guild or do not buy the Tupile Address, or Tupile itself, you won't be able to discover where it is unless you pay the Guild to take you there.

Kanly: The Art of Vendetta, also known as a War of Assassins. With transporting troops from planet to planet being staggering expensive most of the time, thanks to the Guild's Peace, and use of Atomic Weapons against people being strictly forbidden, most wars in the Known Universe are fought with highly trained assassins. Kanly is a formal declaration and recognition that a state of 'open' warfare exists between two houses of the Imperium.

House Corrino: The Imperial House of the Known Universe, their power is said to rival that of the entire Landsraad combined. They ruled the Empire from the planet Kaitain and their personal fief was the prison planet Salusa Secundus. They came to power after the Battle of Corrin (Near Sigma Draconis) in 88 BG and ruled the Imperium until 10,193 AG. At the Battle of Corrino, Abulurd Harkonnen (who held the rank of Bashar...i.e. Colonel) was accused of cowardice by a member of House Atreides and subsequently exiled. This was the seed of the ancient feud between the Atreides and Harkonnen Houses, and the reason House Harkonnen was not a Ducal House.

House Corrino's symbol is a golden lion rampant on a shield with grey and black alternating octants. It is implied that House Corrino is Jewish, as Salusa Secundus was a Jewish World.

House Atreides: The Noble Ducal House of Atreus, lords of Calidan (later Dan), and Arrakis (later Rakis), and the second and final Imperial House of the Known Universe. They claim descent from King Agamemnon of Greek Mythology. Their symbol is a crimson hawk on a field half green, half black. Duke Leto was extremely popular in the Landsraad and Emperor Shaddam IV (who had no male heir) feared that Leto might convince the Landsraad to install him as Emperor. Shaddam had considered adopting Leto into House Corrino, but had been convinced not to by the Bene Gesserit who wanted to put Irulan, the Emperor's eldest daughter and a member of the Bene Gesserit Order, on the throne as the first Padishah Empress.

House Harkonnen: The Vile Baronial House of Harkonnen, lords of Giedi Prime and Lankiveil, were infamous for being underhanded, conniving, scheming, and sinister political operatives. Ruled by the obscene Baron Vladimir Harkonnne, they had been a House Minor for thousands of years thanks to the shame brought upon the family in the Battle of Corrin by an Atreides accusation of cowardice. Their symbol is a ram-headed griffin on a field quartered in blue and orange. Vladimir is the biological father of Jessica, mother of Paul Atreides. They were destroyed down to the last member who wasn't also an Atreides during Paul's Jihad. Herbert admitted that the Harkonnens were modelled on the Nazis and Soviets. Harkonnen is Finnish for 'Ox-like-person' and Giedi (as in Giedi Prime) is from the arabic word for 'Goat'.

House Ordos: A creation of the semi-canonical Dune Encyclopedia, House Ordos hailed from Sigma Draconis IV (the same system that the Battle of Corrin took place in). They were a House Major that made much of their money smuggling forbidden Ixian technology. They are based on China (named for the Ordos Desert) and had a reputation for being insidious. They are only important in the video games based on Dune; Emperor: Battle for Dune, Dune 2, and Dune 2000, where they are ruled by the Executrix, a quartet of mindlinked cyborgs that lack emotions.

House Richese: The planet Richese is said to be a source of advanced machines in the original books, and in the Expanded Universe, House Richese was created to rule the planet. House Vernius was created to rule the planet Ix and they were said to be rivals.